PLAYSTATION® MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 75 ■ £3.99

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MORE!

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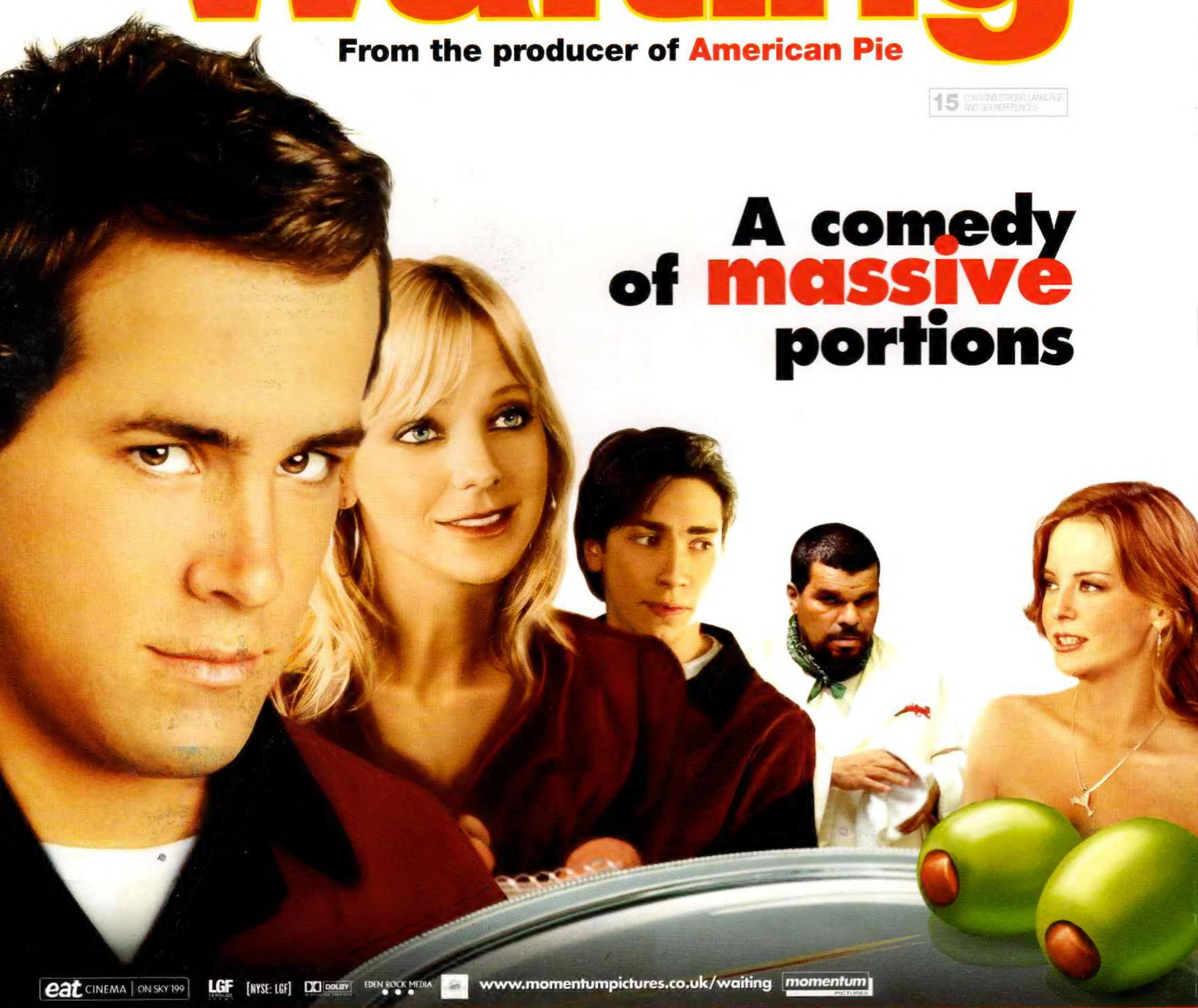

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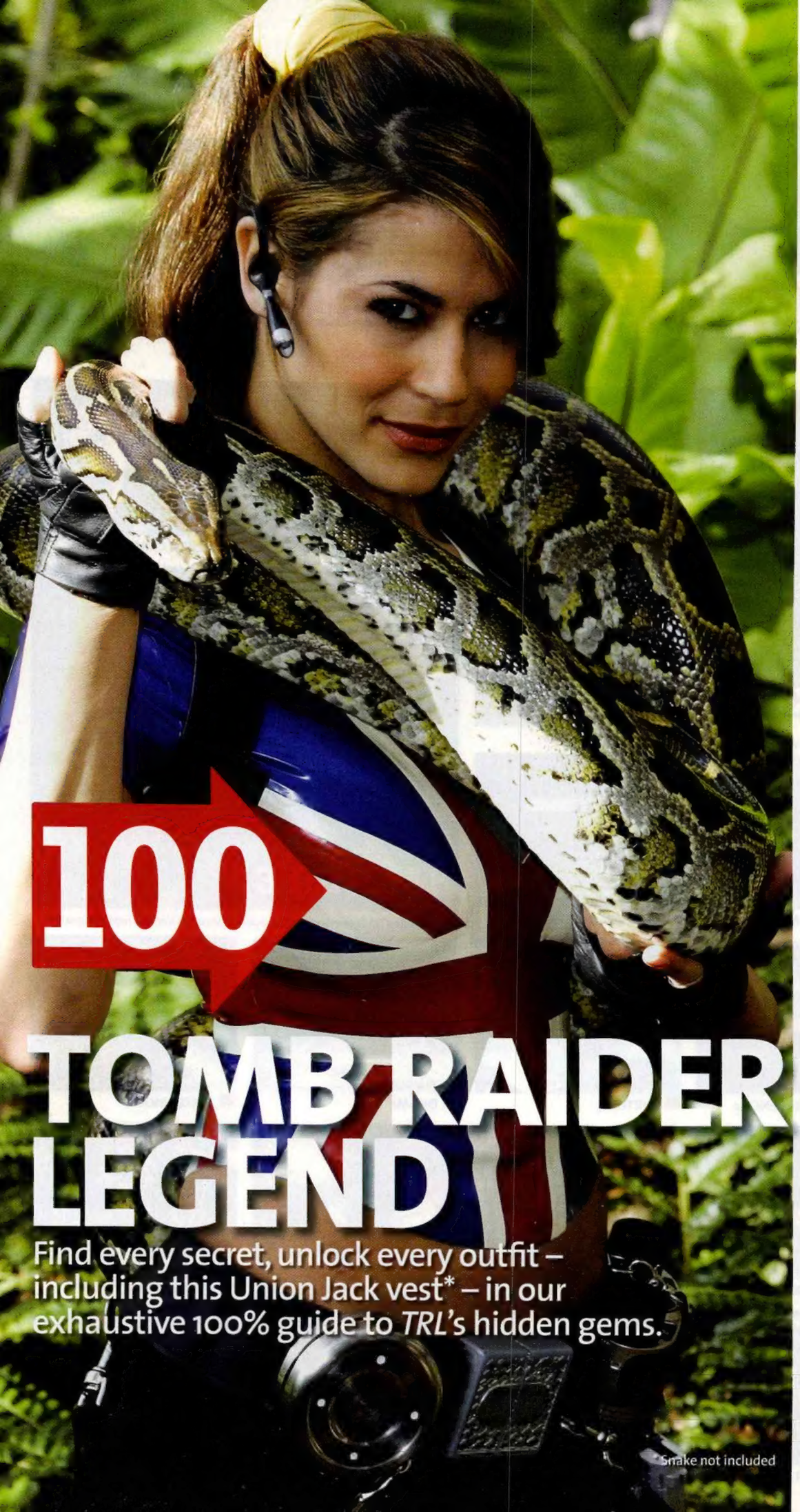

100 TOMB RAIDER LEGEND

Find every secret, unlock every outfit – including this Union Jack vest* – in our exhaustive 100% guide to *TRL*'s hidden gems.

*Snake not included

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MEANING OF LIFE

HALF-LIFE 2
The adventures of Gordon Freeman on PS3? We've got the latest – plus every astounding-looking PC shooter gunning for PS3.

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DREAM COME TRUE

FINAL FANTASY XII
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SCARFACE
We reckon *Scarface* might prove to be the game *The Godfather* couldn't quite be. Get your Al Pacino impressions ready, everyone.

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ENJOY THE SILENCE

SILENT HILL COLLECTION
Seen the film yet? Well, even if you haven't, you need this – PS2's finest horror titles, all in one handy package. Ace.

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ISSUE 75'S FREE DVD

SEE HOW GUITAR HERO WAS MADE AND CRY WITH JOY AT OUR CRYSIS FOOTAGE
Find out how they made the game that makes you a rock god, then witness one of the most amazing next-gen games yet in motion. Get to it.

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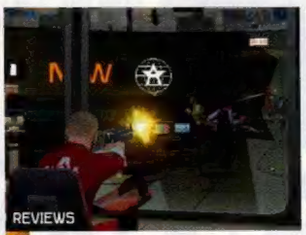

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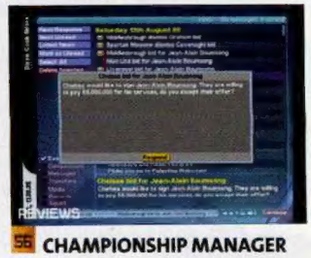

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PLAYSTATION 2 MAGAZINE

PSM2

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PSM2, Future Publishing, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leics, LE16 9EF
Email: psm2@subscription.co.uk
Customer Order Line 0870 837 4722
Back Issues/Queries 0870 837 4773
Order Online www.myfavouritemagazines.co.uk

Printed in the UK by Wyndeham Heron
Distributed by Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS. Tel 020 7633 3333

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Future plc is a public company quoted on the London Stock Exchange (FUTR).

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IS PS3 JUST A PC IN DISGUISE? DON'T PANIC – WE'RE GETTING THE GAMES, NOT THE VIRUSES...

The fact is, pretty much any game mooted as 'groundbreaking' appears on PC first. This is 'cos the big beige box is always, technically at least, three steps ahead of anything in the world of consoles. But with PS3 closing, if not jumping, the gap, cutting-edge PC games are scrambling for Sony's next-gen unit. We expose the most likely candidates on page 34 – from EA's stunning *Crysis* (it's not *confirmed* for PS3 yet, but...) to F.E.A.R. (unveiled at E3) to *Half-Life 2* (you wait...) – in a teasing glimpse of PS3's future. The gulf between console gamers and chin-stroking PC types is closing.

It gets spookier. Rumours suggest PS3 will have its own – gak – operating system running constantly in the background as you play: a bit like Xbox 360's Live system, so you can chat to friends online at any time. Unfounded internet gossip even suggests that the amount of memory this requires to run sucks away up to 25% of PS3's memory, potentially crippling its performance. Honestly – would Sony would release the console with a flaw *that* glaring? The benefits of this constantly-active 'OS' (a word you'll *never* hear Sony repeat – it'll be called the 'Friendscape' or something touchy-feely like that) include connectivity to the net and being able to access music on your hard drive for in-game play. Imagine tearing along in *Burnout 5* to your own playlist, imported from your iPod. The Hard Drive and OS combo is a powerful one, but does add further weight to the claim that PS3 will be but a PC in a smaller box.

Don't worry – with the likes of the recently-announced *Songstar*, with downloadable songs via the PS3 network, and other peripheral-based games like *Guitar Hero*, console gaming will always be more fun than anything on PC. With E3 almost upon us, expect dozens more PS3 games to be revealed, and we'll get hands-on with the machine. *Hopefully*. All being well, the next issue could be the most exciting ever. *Ever*. Unless those unfounded internet rumours about PS3 coming out in 2007 and being less powerful than a BBC Micro turn out to be true. Tune in for some good old fashioned facts next month. E3's going to be a monster... **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

PS2 ON THE DVD

WHAT'S ON THE DVD

LATEST

Just in! The very latest gaming vids

BATTLEFIELD 2142

- SILENT HILL MOVIE
- METAL SAGA
- SUIKODEN V
- STEAMBOAT CHRONICLES

HANDS ON

Exclusive footage from all the hottest new games.

ROGUE TROOPER

- TOMB RAIDER LEGEND
- SHADOW HEARTS: FROM THE NEW WORLD
- LONDON TAXI RUSH HOUR

REVIEWS

Reviews for new PS2 games with commentary.

TOMB RAIDER LEGEND

- GUITAR HERO
- MIDNIGHT CLUB 3: DUB EDITION REMIX
- PRO EVOLUTION SOCCER MANAGEMENT
- BUZZ! THE BIG QUIZ
- FINAL FIGHT: STREETWISE
- ICE AGE 2
- SONIC RIDERS
- AND1 STREETBALL

EXTRAS

Stuff that doesn't fit anywhere else...

- THE FIVE RULES OF BLACK
- THE MAKING OF GUITAR HERO

PS3

The newest PS3 movies around.

- CRYSIS
- STRANGLEHOLD
- ARMORED CORE 4

PSP

The latest footage from the best new PSP games.

POWER STONE COLLECTION

- KOLOOMN
- BAM GHOST
- POCKET RACERS
- ARMORED CORE: FORMULA FRONT

ESSENTIAL PSP 2

This month we've another slice of our exclusive PSP content. That means *more* game saves, wallpapers and much more to extract from your free disc. Check below for instructions on how to make the most of your extra features. Enjoy.

FIRST, GET YOUR PSP HOOKED UP

■ Attach your USB wire between your home computer and PSP. Stick the disc into your computer. Now enable USB connection by going to 'Settings' and selecting 'USB Connection'. Your PSP will now appear as an extra hard drive either in 'My Computer' on PC or on the desktop with a Mac. Double click to open it and you'll now be inside PSP's memory stick. You'll see folders inside called 'Photos' etc. Important: You should always remember to 'Eject the device' before disconnecting the PSP.

WALLPAPERS

■ You'll find 50 (yes 50!) amazing gaming wallpapers to brighten up your PSP background. Just click through a selection of our favourite game images, choose one and drag it across to the 'Photos' folder. On your PSP view the image and then select 'Set as wallpaper' to lay it out on the backdrop. Simple.

PSM2 REVIEWS TO GO

■ This is your ultimate source of PS2 knowledge all condensed onto your PSP, which means you get all of our listings pages featured in this magazine to check out on the way to your local games shop. To put them on your PSP select 'PSM2 Reviews To Go' from the disc and copy both files into the 'Photos' folder. One contains all our PS2 scores and the other our PSP ones. Now open the 'Photos' folder and open whichever listings you want to take a look at.

GAME SAVES

■ Use these 37 saves to complete your PSP games more quickly. Some contain completely unlocked content and others are saved just before final bosses – to let you feel as though you've achieved something. Simply copy across your chosen game save into your 'Savedata' folder, fire up the game then load the save file from its main menu and away you go.

PSP MOVIES

■ We've got ten movies handily converted in MP4 format ready for you to view on PSP. And all you have to do is open the 'Movies' folder on the disc. Now create a folder called MP_ROOT next to PSP folder (not inside it). Next create a sub-folder inside called 100MNV01. Now copy the movies from the disc into this folder. Disconnect and they're ready.

HOW TO USE PSP VIDEO EXPRESS

You can drag and drop this software onto your computer then convert DVD files and other movie formats into MP4s. You can then watch them on the move via PSP. Open up the disc, select either the PC or Mac folder and drop your choice of software onto your desktop. Install it (double-click on it) and once it's finished follow these instructions to get going.

HOW TO USE PSP VIDEO 9

This program is fairly tricky to get started, but here are four handy steps to ease the process.

■ Start the program and click 'Convert' in the top-left hand corner. You're now at the conversion screen.

■ Press 'One Click Transcode' to open a browser window and select the type of file you want to convert, AVI, MOV, WMA, VOB, and the like. (Copy VOB files off your DVDs onto your PC.)

■ It's important to remember NOT to change the file names of the converted files because if you do, they won't be read by PSP. Weird, eh? But that's the way it is.

■ Then click 'Copy Video to PSP' and you're now ready to watch movies on the move.

HOW TO USE PSP WARE

This is simple to use but has less options to tweak video quality.

■ Connect your PSP to your computer and engage USB mode.

■ Open PSP Ware and click Movies then drag your video file into the big empty window. It'll then begin converting.

■ Tick the box of the completed file, press 'Sync' and it'll be sent to your PSP.

HOW TO USE PSP VIDEO EXPRESS

The full version (available through this demo) is capable of ripping straight from a DVD, but this demo can't.

■ Start the program and click 'Open' on the right-hand side of the screen.

■ Choose a file and it'll begin to play on screen. Click 'Record It'. Now click on 'PSP video transfer' on the top bar to go straight to the transfer screen.

QUOTE OF THE MONTH: "WOULDN'T IT BE COOL TO SET A DOBERMAN ON AN OLD LADY?"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

DISTURBING FANTASIES: "YOU COULD PLAY AS LEATHERFACE – OH, YEAH!"

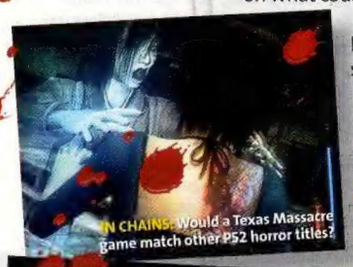
► **Dear PSM2,**

I have recently started watching some of the old classic horror films again, like Psycho and so on. The movie that gave me the best viewing pleasure, however, was The Texas Chainsaw Massacre. This was such a brilliant film, so I felt compelled to rent the remake, which I had never had the chance to see when it first came out. After numerous frights and jumps, I realised the gaming industry has missed out on what could have been a fantastic game.

Picture it now, a *Resident Evil*-style affair, but this time you're hunted down by Leatherface himself. Or even better, you could play as Leatherface yourself. Oh, yeah! Call me sick, but I reckon *Resident Evil 4* and *Manhunt* are two of the greatest games ever made, and combining the graphic scenes of *Manhunt* with the scares and chills of *Resident Evil 4* could mean getting the most psychopathic game to ever hit the shelves. I'm no game developer, but I can't help but think that if there was a game based on The Texas Chainsaw Massacre, it would be the best horror game ever created.

Arran Channell, email

Er, having just seen the 'challenging' Eli Roth gore flick Hostel – that's the last time Andy goes looking for love in Eastern Europe – we're all about rainbows, bunnies and wearing chainmail ankle socks. The Texas Chainsaw Massacre might make a decent game, but the industry's currently shying away from gore. Controversy expert Rockstar's latest is based on the brutal art of, er, Ping Pong. What other movies would you lot like to see be made into games? On a different note, can some of you write letters about PS3 now? Surely there's at least a couple of you that are excited about it? *Surely?*



IN CHAINS: Would a Texas Massacre game match other PS2 horror titles?

SCARE TACTICS: We love a good horror game here on PSM2.

CHINA CRISIS

► **Dear PSM2,**

I am totally confused about *Kingdom Hearts 2*. In PSM2#73, there is a whole article on that very game – except it's in Chinese!

What is the point in you doing an big review on a game that is not available in this country? I am very angry that I was misled into buying a magazine reviewing a game that is not available. I am also very angry that my hopes were raised and then dashed in such a cruel way, especially seeing how brilliant the game looks.

Franchesca Leagan, email

Well, an English language version's out in the US, but don't expect a UK release until late 2006. The game we reviewed was in *Japanese*, by the way. Be honest – could you have waited six months to see Donald Duck in Tron?

URBAN PAIN

► **Dear PSM2,**

I recently watched Scarface and thought to myself, "Hmm, this will make a great game." But there are some parts where you think, "How can that work as a game?" The best example is the drop near the start of the movie where the wee Spanish guy cuts open Tony's associate with a chainsaw (it'll probably be a cut-scene). It's also a real pity that Al Pacino is only lending his likeness to *Scarface* rather then having a shared

GOIN' POSTAL

The ironic thing about Goin' Postal is that loads of the missives contained within are actually from emails. But Goin' Email doesn't sound as good, does it? No, it definitely doesn't. Is this space filled yet? Blimey, it feels like it's gone on forever.

RANDOM ABUSE
If you don't print this letter, you guys are w*nkers.
Daniel, London
Oh, dear. Now we'll never print it. See the mistake you made?

SATISFACTORY
I would like to thank you for satisfying me

SPEAK TO THE TEAM MAY 19TH

FACE OFF: Will *Scarface* be the last great PS2 game before PlayStation 3 launches?

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on May 19th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"I NEED THERAPY FOR THE BULLYING I GET"

deal with *The Godfather*. I watched a trailer for *The Godfather* in which it shows you Michael shooting the two men in the restaurant... he looked nothing like Pacino.

The problem with *Scarface* is its release date – October! A month before the release of the Playstation 3! Crap time to put it out. It would be better in Summer as people get more time to play games then.

Andrew Murray, Belfast

We've high hopes for *Scarface* – possibly it'll be the last urban street crime game we'll ever play on PS2. Sniff. Then we can play a new tidal wave of them on PS3 and complain about there being too many. Again.

UNLUCKY FOR SOME

► Dear PSM2,

In response to your sequels feature, are we ever going to see another *XIII*? It was a really original game and looked unique with its cel shading. I must admit that at first glance, I was put off by that very thing, and I think others were too, but once I actually played it, I loved every moment of it.

And now, on a completely unrelated note, do you guys actually like any PSP games? I know it's early days, but nearly all of them seem to be a disappointment. Or have you just grown cynical?

Adam Turner-Heffer, email

We don't think there'll be a *XIV*, as we presume it'd have to be called, because it didn't exactly fly off the shelves – a shame, we agree. We do like a lot of PSP games, but at the moment, the format's drowned in so-so conversions of PS2 stuff. We need new thrills – expect things to pick up on this front eventually, however.

WHITE AS A STREET

► Dear PSM2,

I'm surprised a proper street soccer game hasn't been made yet. I know that EA have *FIFA Street*, but how about dirty football – if you're losing, you could start a fight with the other team. And there could be a free-roaming environment where you go looking for matches and make your way up the ranks to become a pro.

Cian McLoughlin, email

Please don't suggest this to any developers, Cian. We'll give you cash.

HERO QUEST

► Dear PSM2

I recently pre-ordered *Guitar Hero* because it looked really cool, and your recent review backed my thoughts up. Now all my mates are taking the piss out of me becuase I've pre-ordered it. Please could you write something nice about *Guitar Hero* so I won't need therapy because of the bullying I'm getting at the moment?

Chris Bateman, email

***Guitar Hero* is utterly ace and everyone should get it. Please stop picking on Gavin, everyone, his mummy's sick of him crying like a little baby girl.**

PHONE PSM2 WITH: PS3 THOUGHTS SONGS GUITAR HERO - ENJOYING IT? UMDS - DO YOU BUY THEM?

FILM CRITIC

► Dear PSM2

The main reason people are not buying UMDs is the cost. I bought Harry Potter on a two-disc DVD for 12.99, which was next to a UMD version for £24.99 with no extra features. As you said, there are six million PSP owners and many of them would buy cheap films. Don't Sony want to make money?

Nick Williams, email

Madness, isn't it? We agree, Sony need to do something about UMD movie price tags before shoppers abandon them forever. It's looking bleak, though, following huge US retailer Wal-Mart's abandonment of the format (see page 30). Uh-oh.

A DOG'S LIFE

► Dear PSM2

Liberty City Stories on PS2? That's a mistake. Rockstar should concentrate on the new *GTA* so they can do more with it. *San Andreas* was amazing, but if they put more time into the new one, it can be even better. What I've wanted for ages is pets – wouldn't it just be so cool if you could set a raging Doberman onto a poor little old lady?

Dan Peters, email

Blimey. No wonder the papers think games turn kids evil.

BULLY FOR YOU: *Guitar Hero* – definitely worth being bullied over.

for a whole day.
Dan Murison, Gloucestershire
We really don't want to ask what you mean by that.

SCROUNGER ALERT
Can I have some games, please?
James Lovatt, Bournemouth
Yes! Just head outside, get on the bus, go to the shops and buy some. Easy, eh?

PORN FREE
Did you get the porn I sent you?
Ian Watson, email
Oh, *that's* why Nathan hasn't been in for more than a week. We did wonder.

LET HER EAT CAKE
I'm a sadistic psycho bitch. I love cake.
Rebekah Curran, email
Are the two connected in some way?

RAZ-BERRY
Raz is frantically rubbing himself
Rob Forrest, email
There seems to be a masturbation theme in

Postal this month...

CROFT INSULATION
Can Laura DM draw Lara Croft in a skimpy bikini for us?

Nico King, London
Yes, there definitely is. You'll go blind...

IN AND OUT
Shadow Of The

Colossus still hasn't come out! It was meant to be out in February!
Ahmed Yasser, email
Er, it has. Look harder..

Ur txts

YOU SEND US A TEXT. WE PRETEND TO UNDERSTAND AND OCCASIONALLY REPLY.

INCOMING

Give your thumbs a break from your pads by texting us. Oh, that's thumbwork too, isn't it? Still, do it anyway.

PSM2 DO YOU HAVE THE EXACT RELEASE DATE OR A NEARLY EXACT RELEASE DATE FOR DEVIL MAY CRY 3 SPECIAL EDITION

NO NEED TO SHOUT. A nearly exact release date, eh? Oh, June-ish. Possibly July. That nearly exact enough?

PSM2 i messed up my psp internet connection now i cant use the internet on it. Does that mean i cant use my psp as a ps3 controller?

There's no reason why you shouldn't. Just relax. Get your PSP fixed anyway, though, why don't you?

No, the important thing is to keep breathing. Everything else follows on afterwards naturally.

PSM2 i've just got a psp, wot kinda memory du suggest for use with storing films an where can i buy 1 from

The biggest one you can possibly find, really – two gigs, really. GAME or Dixons should furnish you with one.

PSM2 is there a Dark Chronicle sequel planned any time soon? It seems years since a real top drawer rpg was released. Thanks, Gary.

PSM2 do u know if there has been a Back To The Future game for PS2? and if so, where can i buy it? Alex Adams, Hull.

Oh, we wish. But sadly, there hasn't. Sob.

PSM2 Do you know if i should design games when i'm older?

Well, no, we don't know. We've never met you, after all. How could we tell?

PSM2 Could UK PS2 gamers play Subsistence with US gamers? I am worried no UK Gamers will play it online.

Well, if they don't, they're mental. But yes, you can play Americans without problems.

PSM2 the important thing is not 2 stop questionin.

***Rogue Galaxy* is a 'sort of' sequel. No decent RPGs? *Dragon Quest, FFXII, Kingdom Hearts, Rogue Galaxy* itself – there's bleedin' thousands.**

PSM2 Is it true that when the ps3 cums out that the games will only work on the 1st machine they r played on ?

Erm, no. That'd be stupid, wouldn't it?

PSM2 When is PS3 out on sale?

November – surely you know that by now? Not that long to wait...

YOUR PICTURES

We didn't get any pics texted to us this month – so here's a couple of Cheer Up Koj entries. See, we did remember!

SNAKE'S ALIVE: Lee McCowan sent this OAP Snake of his own.

MORE OFF: Laura (presumably DM) sent Koj in a frog outfit.

RECEPTION

The stuff you've been texting us about this month. Not that there's much of it. You bunch of slackers.

- CAN MORE OF YOU TEXT US? THE TEXT WELL IS DRY.
- LOOK, THERE REALLY ARE NO FREE CAPS LEFT, OK?
- MORE PS3 STUFF THEN WE GET IN NORMAL LETTERS.
- INCOMPREHENSIBLE TEXT-SPEAK GIBBERISH.
- FOLK MOANING ABOUT PSP.
- DULL QUESTIONS ABOUT GAME RELEASE DATES.
- EVEN DULLER REQUESTS FOR GAME CHEATS.
- SERIOUSLY, THAT'S ABOUT IT. PLEASE TEXT US GOOD STUFF.

YOUR PLAYSTATION 3 QUESTIONS ANSWERED!

WITH RON KUTARAGI

(the less famous, younger brother of President and CEO of Sony Computer Entertainment, Ken Kutaragi).

XMAS PRESENT

► Dear PSM2,

Did Sony really say we'll have PS3 in time for Christmas?

Duncan Blair, Morecambe

"Hello, Duncan. Yes, indeedy, Ken did confirm that there'll be a worldwide launch for PS3 in November – exciting news, I'm sure you'll agree. I got so excited I did a little bit of wee in my pants. Ken is down the PS3 factory right now, overseeing production. I just can't wait to play one for myself. Ken won't let me yet. Even though he's got a finished one in his room..."

SUBSTANCE ABUSE

► Dear PSM2,

With PS3 coming, are developers going to rely entirely on graphics and forget about substance?

Colm O'Sullivan, Co. Cork

"Ooh, no, Colm. I asked Ken about that when he came home for his lunch – Marmite and pickle sandwiches – and he got a frowny face on. He said to remind you about *Metal Gear Solid 4* or *DMC4* as prime examples of games with substance. Though between you and me, I think there's bound to be a couple that are all flash and no pan. But don't tell Ken I said that. He'll pull an even frownier face."

GADGET SET

► Dear PSM2,

If Ken Kutaragi would've taken ten minutes to stop trying to scare Microsoft and to stop adding even more gadgets to PlayStation 3, then we would have had the godforsaken console by now! I mean, who wants digital television on their PlayStation 3 anyway? To be honest, if I didn't know how worthwhile the wait for PS3 would be, I would be an owner of an Xbox 360 by now.

Santino Prinzi, email

"Ken says that all the extra gadgets and stuff will make PS3 the bestest console ever – even *better* than the Mega CD! – that you won't have to wait much longer, and that you should shut your big mouth. Mummy told him off for being rude. Tee-hee!"

BLU FACTORY

► Dear PSM2,

I've been reading about PS3, and it seems that if what I have read is true, it will only have a single speed Blu-ray drive, whereas Xbox 360 has a 12-speed DVD drive – isn't this much faster? And if a game takes 30 seconds to load on the 360, does it mean that a game on PS3 could take about six minutes? Is what I've read true, 'cos if it is, that sucks.

James Hughes, Blackpool

"There are a lot of things you can do in six minutes, Ken told me. He was winking. I don't know what he meant, though. But never fear, James, it won't take six minutes to load games on your PS3. Blu-ray shouldn't be any slower than DVD, and it can store a lot more information than a DVD too, so your games will look and sound better, and be much bigger, too. Isn't that good news?"

PSM WHO?

► Dear PSM2,

Are you going to stop PSM2 and become PSM3, or carry on as PSM2 for half a year after PS3 is released?

Michael Major, email

"Ooh, I don't know. But team PSM2 tell me 'all will be revealed soon'. Then *they* winked as well. Why does everyone keep doing that?!"

HOW 2 TEXT PSM2

Yes! Now you can text your questions and letters to PSM2. No more fiddling with 'paper' and 'pens'. When you want answers, our mobile portal is wide open and waiting. Here's how you do it.

DO THIS NOW! WE'RE WAITING!

It really couldn't be simpler. In the words of Marvin Gaye let's get some 'textual healing'... Or something. We've set up not one, but three different lines upon which to reach us. Look.

TEXT THE TEAM!

First up we want you to ask us a question. Anything! We'll feature your questions and answers in the mag and – we swear by almighty Lorne Lanning himself – that we'll do our best to text you back a reply as soon as poss. The best bit? You only pay for the text once we reply. (Answers to your PlayStation questions will cost you 25p plus your normal TXTing charge).

Start your text PSM2 then a space, then your question. Text the lot to 87103. God willing we'll reply.

MAKE US LAUGH!

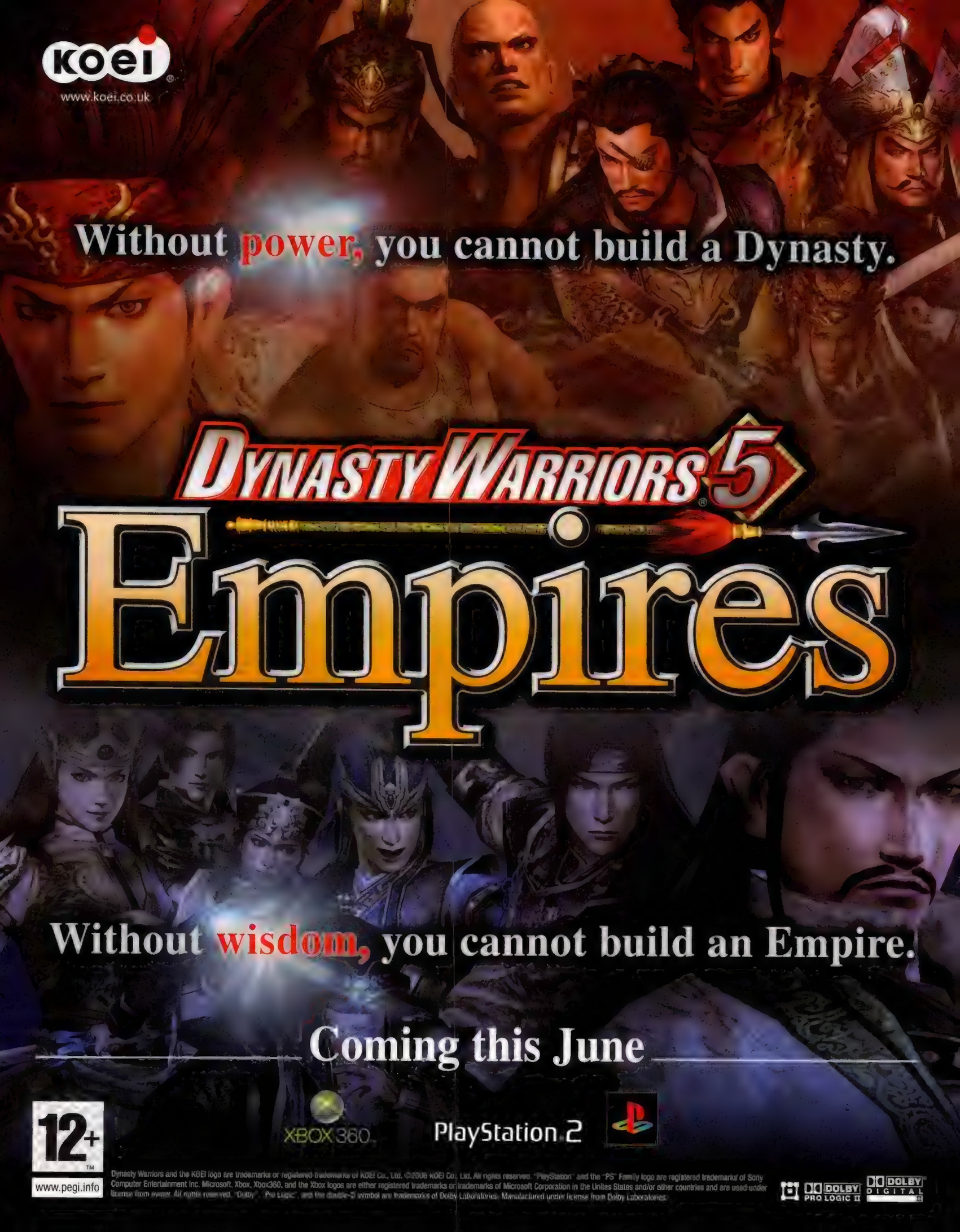
Taken a photo of anything decent recently? Fancy sharing it with the readership of PSM2? We want to see your pictures. Best picture each month wins a booty of games. Pics cost 50p, plus your usual TXTing charge. Just try and keep them vaguely game related eh? No violence or porn thanks. Second thoughts... if you have any hot certified-over-18 female friends or relations that we can hook Andy up with... Or men, come to think of it.

Start your text PSM2PICS then a space, then your message. Enclose you pic and text the lot to 07921 889345. Best pic wins lunatic booty.

VOTE FOR GAMES!

What games do you want to see in PSM2? Which are you most looking forward to? Text us and we'll compile your Most Wanted chart each month. What's more, one entry each month will win the game they vote for. Texts cost 25p plus your usual TXTing charge.

Start your text PSM2VOTE then a space, then the name of the game you want to 87103. Be lucky!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DOLBY PRO LOGIC II
DOLBY DIGITAL

Accelerator

SCANDALOUS GOSSIP [illegible] ZERO BULLSHIT

E3 2006: THE INSIDE STORY

The world's biggest games show kicks off on May 10th, but PSM2's got the inside line *today* from PS3's price, to PSP2, to the new *Metal Gear*...

How much will PS3 cost? What will the new controller look like? When's *GTA4* coming out? The answers to these questions and, many, many more will become clearer when the World's Biggest Games Show™, E3, kicks off in sunny Los Angeles on May 10th.

The hot rumour is that Sony will confirm the price of PS3 – see pg28 for the latest rumblings – and PSM2 will be at the show to bring you the full report, including the latest screens, scandal, inside gossip and exclusive hands-on reports of every big game – from *Killzone* PS3 to *PES6* – next issue. OK, so it's not *quite* as good as going yourself, but certainly the next best thing. For an idea of the big games we'll be reporting on, dip over the page. Impressive, eh?

And as we go to press, the breaking news is *Silent Hill: Original Sin*, a remake of the PSone original for PSP with, among other extras and tweaks, a few new plot twists and updated graphics to make the best of the hardware. Other announcements include the next-gen return of hapless superhero *Earthworm Jim*, a sequel to our current favourite rhythm action game, *Guitar Hero*, new *Bomberman* on PSP and, er, a follow-up to *Death, Jr.* There was also a surprise announcement that a next-gen *Destroy All Humans!* would be shown at the show, which is good news considering the potential the first game had, albeit potential that it didn't *quite* live up to.

Other biggies include *Coded Arms* (PS3), a new *Matrix* game (!?), potential news on PSP2 (the UMD-less, camera equipped, high-powered follow up to PSP, rumours suggest), the PS3 pad finally unveiled, plus the small matter of the new *MGS4* trailer.

"THIS YEAR'S E3 SHOULD GO DOWN IN HISTORY AS ONE OF THE BEST EVER"

PSM RECKONS *This year's E3 should go down in history as one of the best ever, what with the first playable PS3 games and loads of potentially amazing announcements including new MGS4 stuff, next-gen* Silent Hill, Final Fantasy XIII *(yes, already) and hundreds of other titles. Other games include* Rayman 4, *a PS3 version of PSP shooter* Coded Arms *from Konami, the long-awaited* Duke Nukem *sequel, high-tech shooter* Crysis, Red Dead Revolver 2 *and millions more. This is a good time to be a gamer as we prepare for a new dawn of powerful consoles and groundbreaking games. But for now, flip to your right for the latest rumours and facts from our global network of spies. Keep it PSM2.*

THE BIG GAMES OF E3

Feast your eyes on the list of games that are set to explode onto the scene at E3 2006. We'll be going hands-on with them all next month.

2K

DEFINITE
College Hoops (PS2)
NBA/NHL 2K7 (PS2)
Family Guy (PS2)

PROBABLE
NBA/NHL 2K (PS3)
Bioshock (PS3)

ATARI

DEFINITE
DBZ Budokai (PSP)
Arthur and the Minimoys (PS2)
BattleZone (PSP)

PROBABLE
Test Drive Unlimited (PS3)
Stuntman 2 (PS3)
Matrix Next Gen (PS3)
Earthworm Jim (PS3)

ACTIVISION

DEFINITE
Tony Hawk (PS3)
Marvel Ultimate Alliance (PSP, PS2, PS3)
Gun: Showdown (PSP)
Lego Star Wars II (PSP, PS2)

PROBABLE
Spider Man 3 (PSP, PS2, PS3)
Transformers: The Movie (PS2, PS3?)

BVG / BUENA VISTA GAMES

DEFINITE
Pirates of the Caribbean: Dead Man's Chest (PSP)

PROBABLE
Pirates of the Caribbean 3 (PS3)
Turok Next (PS3)

CAPCOM

DEFINITE
God Hand (PS2)
Capcom Puzzle World (PSP)
Okami (PS2)
Power Stone Collection (PSP)
Street Fighter Alpha Anthology (PS2)
Ultimate Ghosts 'N Goblins (PSP)

PROBABLE
Dead Rising (PS3)
Lost Planet (PS3)
Resi 5 (PS3)
DMC4 (PS3)

EA GAMES

DEFINITE
FIFA 07 (PS2, PSP, PS3)
Fight Night (PS3)
Madden (PSP, PS2, PS3)
Superman (PS2)
Def Jam: The Takeover (PSP)
Medal Of Honor: Airborne (PS2, PS3)
Tiger Woods (PS2, PSP)
NBA Street (PS2, PSP)
NFL Street (PS2, PSP)
Need For Speed (PS2, PSP)

PROBABLE
Black 2
Half Life 2
Sims: Dogs
Army of Two
Def Jam (PS3)
Battlefield 2142
The Simpsons (PSP, PS2, PS3)
Spore
SSX (PS3, PS2, PSP)
Need For Speed (PS3)
Burnout (PS3)
Tiger Woods (PS3)

CRAVE ENTERTAINMENT

DEFINITE
Hard Rock Casino (PS2, PSP)
World Championship Poker: Featuring Howard Lederer "All In" (PS2, PSP)
Dave Mirra BMX (PSP)

D3PUBLISHER

DEFINITE
DreamWorks & Aardman's Flushed Away (PS2)

PROBABLE
Dark Sector (PS3)

EIDOS

DEFINITE
Just Cause (PS2)

PROBABLE
Reservoir Dogs (PS2, PS3)
Free Running (PS2, PSP)
Hitman (PS3)

KOEI

DEFINITE
Fatal Inertia (PS3)
Ni-Oh (PS3)
Gitaroo Man Lives! (PSP)

PROBABLE
Samurai Warriors (PS2, PSP)
Dynasty Warriors (PS2, PSP)

KONAMI

DEFINITE
PES6 (PS2, PSP)
Metal Gear Solid 4 (PS3)

PROBABLE
PES (PS3)
'Proper' *Metal Gear* game – i.e. Not *Acid* (PSP)
Coded Arms (PS3)
Silent Hill: Original Sin (PSP)
Silent Hill (PS3)

LUCAS ARTS

PROBABLE
Indiana Jones (PS2, PS3)
Untitled *Darth Vader* game (PS2, PSP, PS3?)
Mercenaries 2 (PS2, PS3)

ROCKSTAR

PROBABLE
Ping Pong (PS3)
GTA: LCS (PS2)
GTA: VCS (PSP)
GTA4? (PS3)
Red Dead Revolver 2 (PS3)

MIDWAY

DEFINITE
The Ant Bully (PSP, PS2)
The Grim Adventures of Billy and Mandy (PSP, PS2)
Happy Feet (PSP, PS2)
MLB Slugfest 2006 (PS2)
Mortal Kombat: Armageddon (PS2)
Mortal Kombat: Unchained (PSP)
Rise & Fall: Civilizations at War (PSP)
Rush (PSP)
SpyHunter: Nowhere to Run (PS2)

Stranglehold (PS3)
Unreal Tournament 2007 (PS3)

PROBABLE
Area 51 sequel (PS3)
NBA Ballers (PS3)
Mortal Kombat (PS3)

SEGA

DEFINITE
Phantasy Star Universe (PS2)
Sonic The Hedgehog (PS3)
Super Monkey Ball Adventure (PS2, PSP)
Yakuza (PS2)

PROBABLE
Virtua Tennis (PS3)
Chrome Hounds (PS3)
Afterburner (PS3)
Yakuza 2 (PS3)

THQ

DEFINITE
WWE Smackdown! vs Raw 2007 (PS2, PSP, PS3)

PROBABLE
Juiced 2 (PS2, PSP, PS3)
Destroy All Humans 2 (PS2)
Cars (PS2, PSP, PS3)

SONY COMPUTER ENTERTAINMENT

DEFINITE
Killzone (PS3)
Motorstorm (PS3)
F1 (PS3)
Gran Turismo (PS3)
Heavenly Sword (PS3)
Warhawk (PS3)
Loco Roco (PSP)
Killzone: Liberation (PSP)
The Getaway: GOL (PSP)
Ace Combat X (PSP)
God of War 2 (PS2)

PROBABLE
Untold Legends (PS3)

T2 TAKE TWO INTERACTIVE

DEFINITE
Da Vinci Code (PS2)
The Darkness (PS3)

PROBABLE
Family Guy (PS2)

UBISOFT

DEFINITE
Field Commander (PSP)
Assassins (PS2,PSP)
Brothers in Arms 3 (PS2, PS3)
Rainbow Six Vegas (PS3)
Rayman (PS3)

PROBABLE
Game V (PS3)

VIVENDI UNIVERSAL

DEFINITE
Scarface: The World is Yours (PS2, PSP)

PROBABLE
F.E.A.R (PS3)

JACKET IN: Bizarrely, the thing that impresses us most here is the detail in that jacket. Nice.

READ IT AND WEEP: *BIA*'s always been keen on an emotional storyline.

THE ROAD TO HELL

Ubisoft declares war on PS3 with *Brothers In Arms: Hell's Highway.*

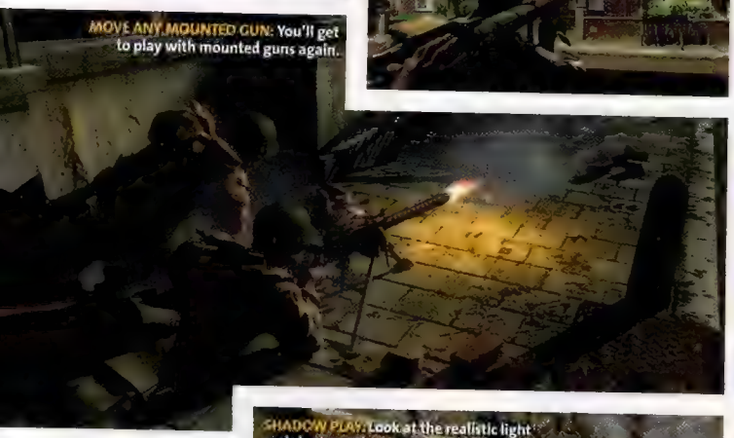
"Live the life of an enlisted man," hollers the press release for *Hell's Highway* on PS3. Imagine – a life of shivering in rain-sodden ditches and never sleeping for fear of being shot in the head during the night. Brilliant. Still, we like *Brothers In Arms* so we're glad to see it's back – and the hunter has become the hunted.

Which is our poncy way of saying that the new *BIA* allows you to perform ambushes on the enemy. So you'll be able to sneak up on an unsuspecting Nazi group, split your gang up and surround them, and then steam in and shoot all the bad guys in the nose. That'll show the lousy hun, eh? You'll also get to take part in the famous 'Operation Market Garden' mission in Holland, which was all about capturing a vital network of bridges for the allies.

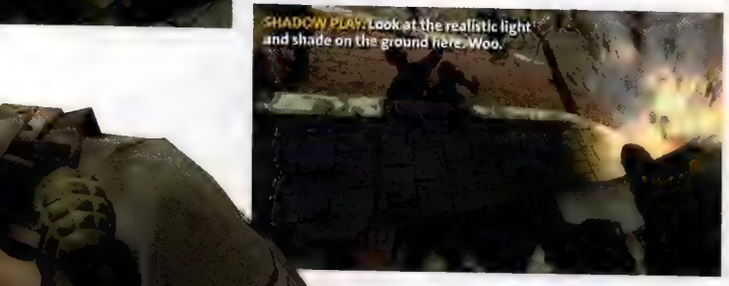
"SNEAK UP ON UNSUSPECTING NAZIS AND AMBUSH THEM"

PSM RECKONS BIA *has always been polished, so we'd imagine similar from it on PS3. But with* really *realistic mud.*

COVER ME BAD: You'll be able to order your men to take cover again.



MOVE ANY MOUNTED GUN: You'll get to play with mounted guns again.



SHADOW PLAY: Look at the realistic light and shade on the ground here. Woo.

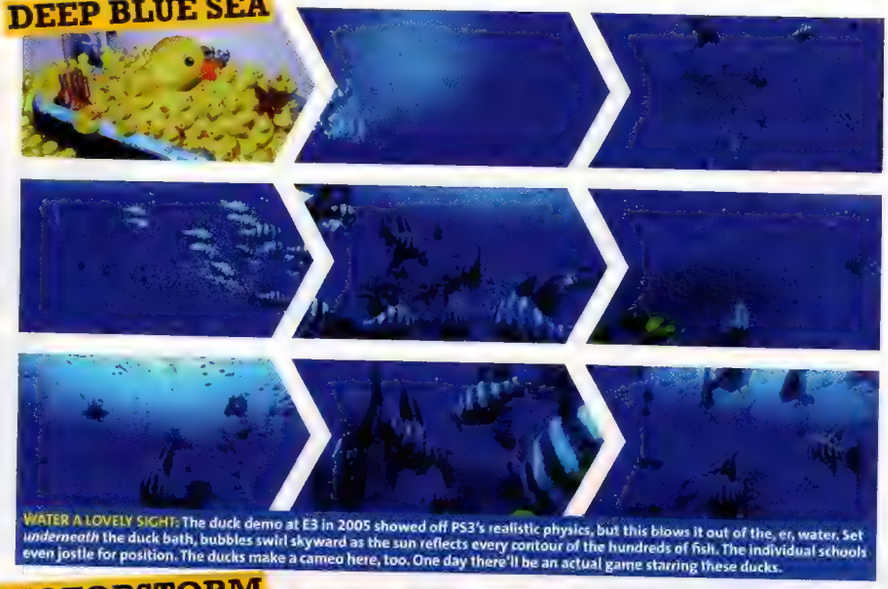
STICKY HUN: It's time to ambush some filthy Nazis..

THE 3RD PLAICE

The demos from this year's Game Developers Conference certainly displayed the power of PS3. And loads of fish, too.*

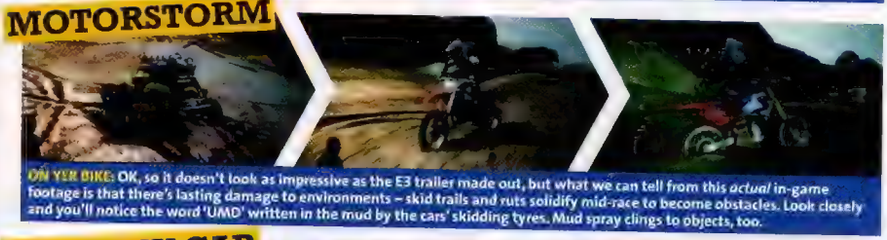
If we learned anything from the PS3 demos at the Game Developers Conference in San Francisco, it's that PlayStation 3 is capable of massive environments with hundreds – perhaps thousands – of on-screen characters and zero pop-up. From shoals of fish darting through the water to a perfectly good car being shattered by someone who got a machine gun for Christmas, none of the demos looked anything less than stunning. Scale? Huge. Fine detail? Stunning. Check out the pictures below – and let's hope PS3 lives up to this early promise.

DEEP BLUE SEA



WATER A LOVELY SIGHT: The duck demo at E3 in 2005 showed off PS3's realistic physics, but this blows it out of the, er, water. Set *underneath* the duck bath, bubbles swirl skyward as the sun reflects every contour of the hundreds of fish. The individual schools even jostle for position. The ducks make a cameo here, too. One day there'll be an actual game starring these ducks.

MOTORSTORM



ON YER BIKE: OK, so it doesn't look as impressive as the E3 trailer made out, but what we can tell from this *actual* in-game footage is that there's lasting damage to environments – skid trails and ruts solidify mid-race to become obstacles. Look closely and you'll notice the word 'UMD' written in the mud by the cars' skidding tyres. Mud spray clings to objects, too.

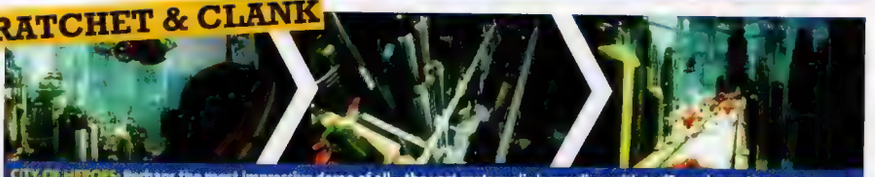
GETAWAY CAR

CAR-MAGGEDON: Using the same technology as the E3 2005 London demo (believed to be a PS3 version of *The Getaway*), Phil Harrison opened real-time fire on this car, with individual bullet holes and realistic flaking paint. Bonnets flip open, bumpers fall off and, unlike many PS2 games, the damage never 'magically' fades away. Each hole remains distinguishable from the next.

HEAVENLY SWORD

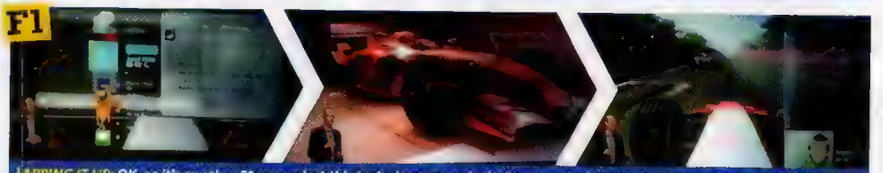
THE FRAGGY-DOLLS: This is a perfect example of PS3's ability to render huge scale environments while maintaining staggering close-up detail. Huge swathes of soldiers were detonated into the air, bouncing and toppling over each other in real-time with realistic rag-doll physics. Better yet, zoom in and you can even see the stitching on every character's clothing.

RATCHET & CLANK



CITY OF HEROES: Perhaps the most impressive demo of all – the vast metropolis is crawling with traffic and marching robots, with an incredible depth of field. The camera swooped and zoomed through the cross town mid-air traffic exactly like a scene from the Fifth Element. No sign of Ratchet, or Clank, yet, but these environments bode well.

F1



LAPPING IT UP: OK, so it's another F1 game, but this tech-demo reveals the 'community' aspect of future online titles (check the prototype version of the PS3's 'always on' Operating System in the background). You can check individual opponent stats and records before you race – plus, it seems, a picture of their real-life mug. Live chat, via headset or keyboard, seems likely, too.

*but, erm, no plaice. We couldn't waste the pun, though.

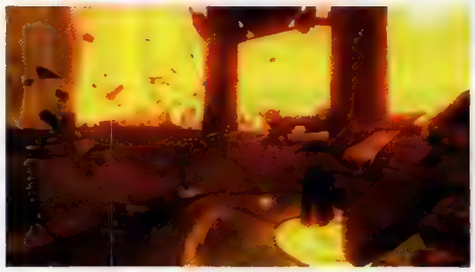
SMASH EVERYTHING!

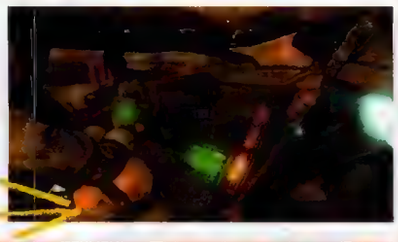
Sure, it looks good, but *Cell Factor's* explosive glory owes more to Isaac Newton – here's how PS3 physics changes *everything*.

The *Cell Factor* demo – the brainchild of Artificial Studios and Immersion Games – blew spectators away at 2006's Game Developers Conference. The game isn't *confirmed* for PS3, but the good news is that it uses Ageia's PhysX engine. Why are we so excited? Since they're the fellers making the physics chip for PS3.

Basically, this is the closest real-time example yet of how PS3 willl change the world of shooters. The demo is staggering, with hundreds of smashing, tumbling and exploding barrels being tossed around like empty coke cans in a hurricane. It's all a bit 'tech demo', but hugely exciting, with some nifty mind control attacks.

PSM RECKONS *Honestly, if this is the level of physics we can expect from PS3's dedicated physics chip, then the 'rules' of games have changed – see MGS4 in action next month for proof. Even if* Cell Factor *doesn't make it as a full game, the potential of this tech-demo ignites the imagination for future PS3 titles.*



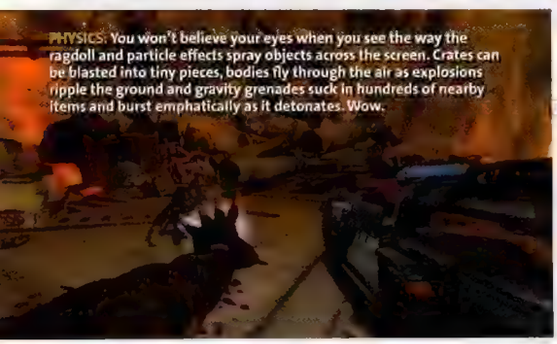


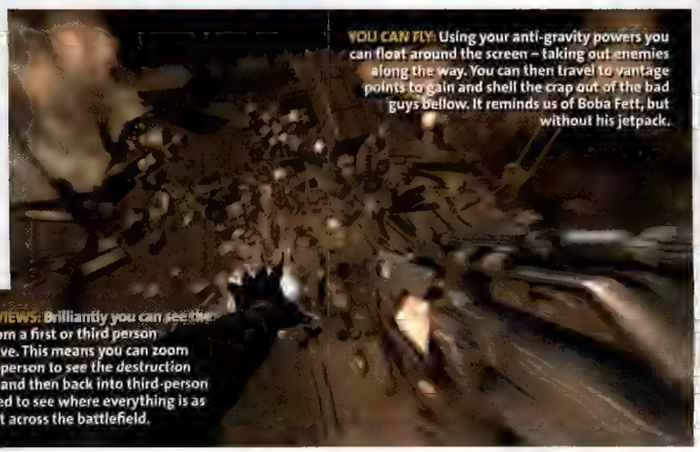
PSI-POWERS: You can literally clear a ton of barrels, crates and pipes with telekinesis. *PSI-Ops* on PS2 let you lift one object – *Cell Factor* allows you to clear hundreds. Amazing.

GREAT VEHICLES: Just look at the detail of those interiors. The steering wheel, glowing console and buttons – impressive, eh? These all-terrain motors are quick, robust and come with a seated gun turret strapped to the roof – which looks a little bit like a deadly office chair. And while this demo focuses on explosions and anti-grav antics, the cars move well.

SUPER WEAPONS: The assault rifle may be light enough to hold in one hand, but it's face-ripping bullets are anything but featherweight. Blood erupts as head-shots connect and scenery falls apart under pressure from heavy gun-fire. You've also got a belt of devastating grenades that acts as a whirlwind of power – flinging all and sundry around the sky as it explodes.

PHYSICS: You won't believe your eyes when you see the way the ragdoll and particle effects spray objects across the screen. Crates can be blasted into tiny pieces, bodies fly through the air as explosions ripple the ground and gravity grenades suck in hundreds of nearby items and burst emphatically as it detonates. Wow.



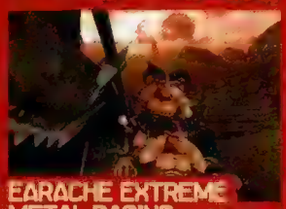


YOU CAN FLY: Using your anti-gravity powers you can float around the screen – taking out enemies along the way. You can then travel to vantage points to gain and shell the crap out of the bad guys bellow. It reminds us of Boba Fett, but without his jetpack.

SWITCH VIEWS: Brilliantly you can see the action from a first or third person perspective. This means you can zoom into first-person to see the destruction close-up, and then back into third-person if you need to see where everything is as you sprint across the battlefield.

Accelerator extra

Tiny last-minute shots of BIG importance

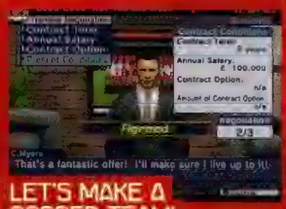


EARACHE EXTREME METAL RACING

It's heavy metal and decapitated zombies all the way in this Gothic racer. Set in a hellish underworld, these vehicles are packed with Robot Wars-like gadgets, from huge buzzsaws to giant pincers. We'll have the review next month.

FLAT OUT 2

This frantic stunt racer returns, complete with an online mode and – apparently – over 5000 destructible objects on every track. Blimey. There's a more cohesive career mode and a minigame where you skim your driver across water like a stone.



LET'S MAKE A SOCCER TEAM!

This is the only football management game where you're invited round to players' houses for tea. You control everything from kit design to stadium expansion as you create your own team to take on real-life clubs from around the world.

OVER THE HEDGE

Expect to be dodging SUVs and skipping across swimming pools in Dreamworks' *Over The Hedge* – the game of the film about to hit cinemas this summer. In-game voices are supplied by Hollywood heavyweights Bruce Willis and, erm, Avril Lavigne.

X-MEN: THE OFFICIAL GAME

Chances are this has already hit the shops before we've reviewed it. That's normally a bad sign, but *X-Men: The Official Game* looked promising when we previewed it in PSM2#72. Wait until next month's review before you part with your hard-earned, however.

7+
www.pegi.info
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yourpsp.com/daxter
Daxter. Sorting it out...sort of
Half-otter, half-weasel, all chaos. It's Daxter to the rescue, and this time he's going undercover as a pest exterminator. Join the mouthy ottsel on his own adventures as he tries, in his own unique way, to save his best mate, Jak. 'Daxter' – the craziest adventure on PSP.
DAXTER
7+

REY OF LIGHT: The new analogue interface gives players more control over manoeuvres.

TAT'S ALL FOLKS: SmackDown!'s grapple-heads look more realistic than ever – check out the detail on Rey's tattoo.

Developer: Yuke's Publisher: THQ ETA: Late 2006

SMACKDOWN! HITS PS3!

SmackDown! vs. Raw 2007 confirmed for next-gen... Three PlayStation versions available by Christmas!

WWE SmackDown! is coming to PS3 – and you'll be able to play it *this* year. Publisher THQ has also confirmed that the series' ageing control system will be completely overhauled for the first time since *SmackDown!* made its debut back in 1999.

The early footage of *WWE SmackDown! vs. Raw 2007* that PSM2 has been privy to looks amazingly lifelike, although the PS3, PS2 and even PSP version of the game will all be based around the same core features. So, next-gen visuals aside, it's not yet clear how the new grapple 'em-up – which will hit shelves across all three formats in November – will fully exploit the PS3 hardware.

Still, we do know that, in addition to an accessible new analogue-based control system (button bashers beware), it'll be possible to fight within certain areas amongst the crowd for the first time. There's also an updated array of weapons on offer, including fluorescent light tubes. Ulp.

Naturally, fresh interpretations of old favourites such as the Season, General Manager and Online options will be on offer, while we've been promised a new roster of over 60 characters, including a handful of legends (maybe for this year – Hulk Hogan, Eddie Guerrero and the Hart Foundation).

Coincidentally, though, there's been no mention made – yet – of those WWE Day of Reckoning games, but surely we can't be in for the likes of Tomb Raider and Resident Evil again... can it?

"THE EARLY FOOTAGE OF SMACKDOWN 2007 LOOKS AMAZINGLY LIFELIKE"

PSM RECKONS *Next-gen visuals aside, we're not yet convinced that this will fully harness the capabilities of PS3 – especially considering that, as THQ itself concedes, the PS3 version will have exactly the same basic features as both the current-gen PS2 and PSP incarnations. Still, it's great news that the interface is getting a long-overdue revamp, while having the ability to fight in the crowd should add yet another layer to the combat. We're expecting more info at E3.*

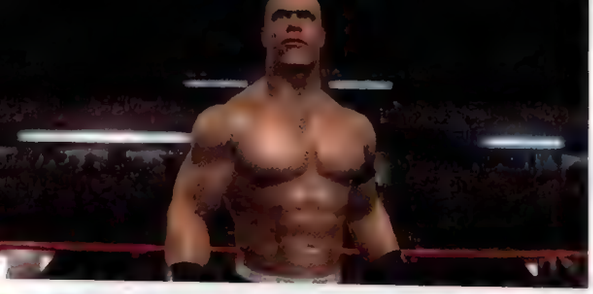


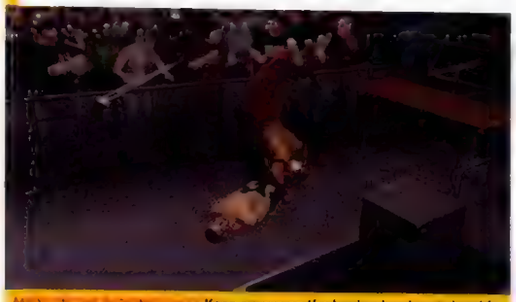
TABLE MANNERS: ECW-style stunts are possible due to larger parts of the arena being accessible.

MAN FOR ALL SEASONS: Classic modes, including Season, Create-a-Superstar and Online, all return.

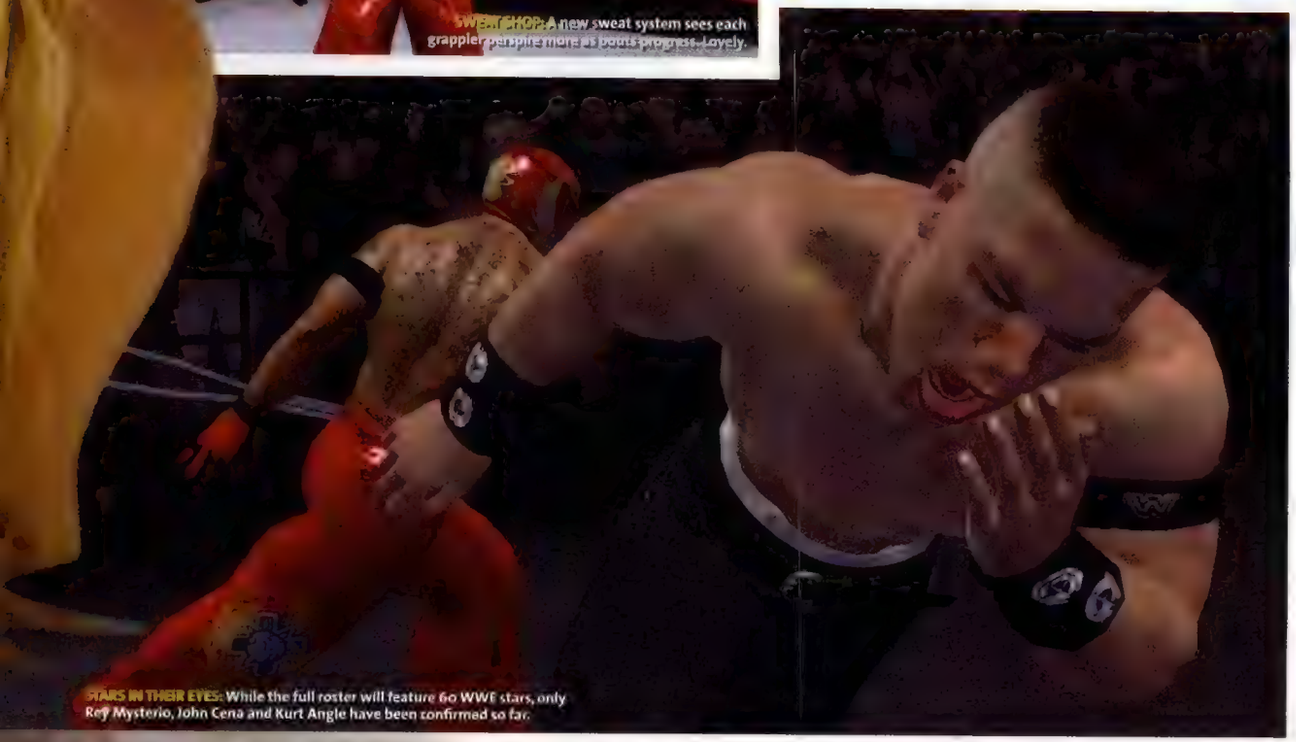
"YOU! OUTSIDE! OR ANYWHERE ELSE!"

Being able to take fights into the audience has always been near the top of our *SmackDown!* wish list. You won't be able to brawl your way from the ring, through the crowd and to the concession stand, but *SmackDown! 2007* will offer the closest approximation yet. "There's no wandering through the crowd or anything like that," admits THQ creative manager Cory Ledesma. "But there'll be a lot of crowd interaction. They'll be holding signs that you can take from them and rip in half. There will be certain areas within the crowd that you can climb up and do some crazy ECW-style moves. You can even toss your opponent into the front row and fans will pat you on the back, popcorn will go flying... there's a lot of cool stuff like that."

SWEAT SHOP: A new sweat system sees each grappler perspire more as bouts progress. Lovely.



MAN ON THE MOON WALL: Keep an eye on the baying hordes at ringside – they'll supply you with weapons such as crutches and title belts.



STARS IN THEIR EYES: While the full roster will feature 60 WWE stars, only Rey Mysterio, John Cena and Kurt Angle have been confirmed so far.

NEWS BITES

"WATCH IT"

DARKWATCH 2"

The cowboy/vampire shoot-'em-up from PS2 is getting another lease of life. The bloody battles of before have been replaced by more *Resi*-style psychological scares as the undead creep into murky rooms, only revealed as lightning brightens up the area. Scary. We're keeping a close eye on this one.

"STREET HAWK"

TONY HAWK NEXT GEN

Forget the Jackass nonsense – it's gone. Yep, the *Tony Hawk* series is *definitely* ditching the wackiness in favour of back-to-basics street and park riding. The worlds – although unconfirmed – will be huge and packed with 'lines' for you to perfect. If Neversoft can return to the highs of *Tony 3* then we're back in with this.

"FIVE ALIVE"

VIRTUA FIGHTER 5

Ultra-shiny *Virtua Fighter 5* is a safe bet to enter PS3's online arena. With burly fighters like Akira and Jeffery facing off against rookie fighter El Blaze – who looks a lot like WWE's Ray Mysterio – the hard-hitting action is certain to challenge *Tekken* for the PS3 championship belt.

"ACES HIGH"

VIRTUA TENNIS 3

Updated rosters and glossier players are being served up as *Virtua Tennis* steps into the next-gen. We're expecting an online rankings system as well as an increase in the number of licenced players and stadia. We'll see how this shapes up at this month's E3, so check back next month for an update.

THE HAND OF GOD

Capcom unveils *God Hand* – the mental new beat-em-up from the genius behind *Resident Evil 4*.

What would you do if you literally had God's hand? Well, if you were us, you'd cast a magic spell to make PS3 arrive early. If you were Maradona, you'd cheat at football. Oh, too late. But if you were Jean, the star of *God Hand*, you'd beat evildoers to death.

Yep, that's the plot of *God Hand*, the latest PS2 title from Atushi Inaba, the man behind *Resi 4*. Jean – who's a bloke, by the way – gets beaten up by a gang of toughs (who are on the hunt for the mega-powerful God's hand) and nearly dies. He gets a pretty decent consolation on awakening, though – *he* gets God's hand *and* superhuman powers. Which is pretty generous of the Lord, it has to be said.

It's looking really quite *Devil May Cry*-esque, we reckon. The Holy One's limb is powerful enough to batter large groups of men, or send them soaring comically through the skies, landing miles away. And if you dismember enough enemies, it gets charged up and becomes an, erm, super hand of sorts, able to kill someone with a single blow. We didn't realise God was so keen on violence.

"THE HOLY ONE'S LIMB CAN SEND GROUPS OF MEN SOARING THROUGH THE SKY"

PSM RECKONS *We haven't gone (God)hands-on with this yet, but it's looking good – there's plenty of OTT murderising, and graphically it seems stylish. We're a little concerned it could be too similar to other Capcom brawlers – like DMC or Onimusha – but being forom the Resi 4 guru, we can only assume we should all start getting excited about God Hand right about... now.*

TURNING JAPANESE

Capcom, bizarrely, have chosen to promote *God Hand* with a press release so badly translated from Japanese to English, it's impossible not to laugh. And there are some *weird* moments revealed too...

A iron washtub fall down from the sky! It hurts even if he's equipped with a God Hand!

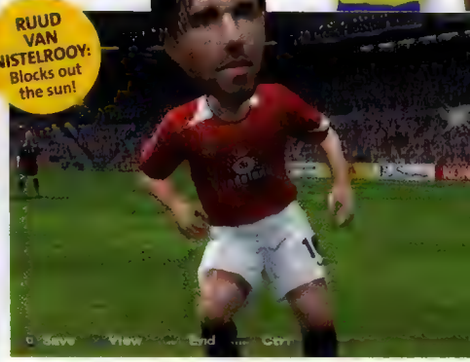
WASH AND GO: In *God Hand's* world, bathtubs appear to be made out of orange peel.

A giant strawberry! Can he... be revived with it!?

CHUCK STRAWBERRY: GM foods quite definitely have a lot to answer for. Cripes.

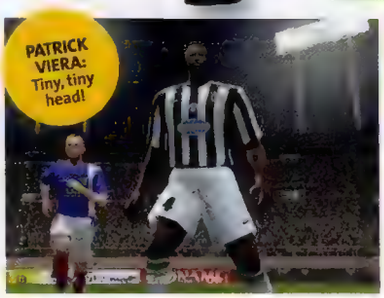
ON ME HEAD, SON

Are *Sensi*'s cartoon footballers really the kings of cranium-size?



Sensible Soccer will be out soon, so we'll be able to crack open the nostalgia pantry and party like its 1994. In the meantime, though, let's examine *Sensi*'s claim to have "the biggest heads you've ever seen in football". Yep, the cartoony players of *Sensible Soccer* certainly have pretty hefty skulls – but as our pictorial evidence (borrowed from the near-lifelike *Pro Evo*) shows, they're nothing like the biggest in football. That quite clearly belongs to Ruud Van Nistelrooy.

PSM RECKONS *It's all a tissue of head-related lies. Scandalous stuff... What's that? What's the game like? Oh, it's shaping up pretty well. It's fast and zippy, reassuringly simple to control (though a tiny bit tricky to score during your first plays) and looks to be pretty good fun. More next month, hopefully.*



THE OFFICIAL DRAGON QUEST GUIDE

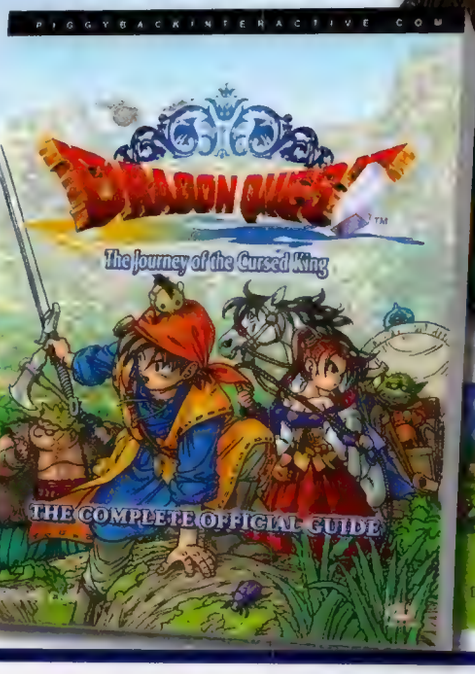
Noticed that 36-page official *Dragon Quest* guide free this month? Good isn't it?

They've done it again. Official guide experts Piggyback have once more – after we gave away a sample of their *PES5* guide – chosen PSM2 to run the Sampler Edition of their superb guide for *Dragon Quest: Journey of the Cursed King*. Now you can treat yourself to the full guide – available in stores now – and set about beating the game in fine style.

Like their stunning *PES* guide that we hold so dear, this latest effort is crammed with stunning facts that *even Andy* didn't know. Watch out especially for the full Alchemy Recipe guide section that'll show you how to make many of the game's most secret items. (It's worth the £12.99 asking price alone.)

A full walkthrough means you'll never get stuck and explicit instructions on how to beat each monster mean that every journey is a joy rather than a chore.

PSM RECKONS *It's in stores now – alongside the excellent 90% scoring game. If you want to do yourself a favour, check out the last page of our sampler and get £3 off when you buy both the guide and the game together at Gamestation.*



POWER UP YOUR PARTY: Find out how best to level up your party to their full potential.

Hero attacks!

NEVER GET LOST AGAIN: Travel the world without fear of losing your bearings.

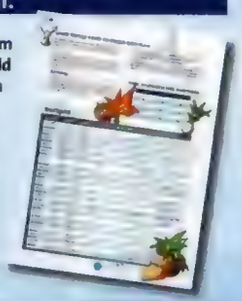
ARMED WITH THE GUIDE WE SENT DQ NUT ANDY TO DISCOVER FIVE BRILLIANT THINGS HE DIDN'T KNOW!

HOW TO GET THROUGH EVERY SINGLE ROCK HARD DUNGEON.

"*Dragon Quest*'s dungeons are infamously hard and without the helping hand of the official guide you'd be lost in the gloom, searching every nook and cranny for that elusive secret chest for the rest of your life. Well, almost. Yet not only does the guide give you detailed maps, but also a handy key with the location of every hidden item and in-depth enemy stats. How cool is that?"

HOW TO MAKE THE BEST SECRET ITEMS WITH THE ALCHEMY POT.

"Discovering every combination of item for the alchemy pot on your own would literally take years – but not when you have a full recipe list in your official guide. So if you want to open locked chests with the sneaky thief's key or create your own special modified armour, look no further. Alternatively, you could try out every single item in your inventory one by one until you're dead. No? Yeah, thought not."



HOW TO CATCH THOSE PESKY INFAMOUS MONSTERS.

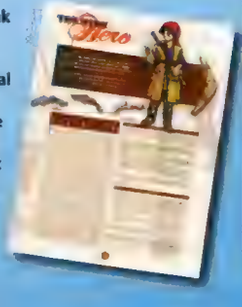
"Hidden throughout *Dragon Quest*'s world map are over 80 special – or infamous – monsters. Where are they? Well, you have to find them by yourself. Unless you have access to the official guide, that is. In it you'll find a top-down map of the entire game world with handy lines pointing to the location of each monster and info on whether they drop a bronze, silver or gold coin."

HOW TO BEAT ABSOLUTELY EVERY ENEMY IN THE GAME.

"How many times have you been fighting a monster and thought "Man, this is taking *forever* – I wonder how much HP this thing has?!" I do it all the time. Well, I did until we got my hands on the detailed monster library in the guide. Not only does it tell you how many HP they have, but also where they like to hang out and what elements they're particularly weak against. Stone the crows!"

HOW TO LEVEL UP AS QUICKLY AS POSSIBLE.

"Spending hours grinding away at weak enemies to raise your levels won't get you anywhere. Well, it will, but *very slowly*. The good news is that the official guide gives you tips on how to power up, including the location of the bizarre metal slimes, weak creatures who release up to 1000 experience points. It also tells you where in the world the most powerful creatures reside so you can build up your team for the Monster Arena. Cor blimey, guv!"



WINNING ELEVEN 10

New tricks and the team lists from the Japanese *PES6*.

Lampard bursts through the opposition's defence as a team-mate lofts a through ball over his shoulder, but rather than trap the ball, he unleashes a ferocious volley into the net. That's just one of the new tricks in *Winning Eleven 10* – including 'Matthews' shimmies, keeper leg slides, double toe-taps and quick free kicks.

"DANCE THROUGH ENTIRE DEFENCES WITH THE PAD"

Forget the gritty midfield battles of *PES5*, the emphasis is now on attacking flair and player fluidity. *Winning Eleven 10* allows you to leave defenders for dead with precision turns of pace and superstars like Ronaldinho will be able to dance through entire defences with delicate taps of the D-pad – though the animation subtly compensates to keep things fluid. Quicker players like Henry can noticably out-sprint slower rivals – and use their body strength to hold defenders at bay.

Thankfully, it's not just the flair players that benefit. A defender's momentum may disadvantage them against a jinking attacker, but they're now more physical, allowing for tough tackles and shoulder barge that literally knock players off the ball. You can also slide into the opposition from the side, win the ball and carry on your way in one motion – a bit like Giggsy used to do in his hey-day.

The new Random selection mode selects an all-star – or no-star – line-up from four base teams, which can then be used in an exhibition match. For example, Gerrard, Ronaldinho and Van Nistelrooy could be walking out on the same team. Flanked by, er, De Groot from RBC Roosendaal.

PSM RECKONS: *Exclusive review next issue!*

LOOK, IT'S SHUNSUKE NAKAMURA - FACE OF *WINNING ELEVEN 10!*

QUICK FREE KICK

PASS OUT: To keep the momentum flowing through matches, you can now take quick free-kicks to catch out your opponent.

DRAG BACK

DRAG ON QUEST: There's a variation of this move in *PES5*, where you stop the ball and move it back and forward in a jerky motion, but this looks so much smoother. As the player stands still, a subtle little drag back and touch on leaves defenders for dead. Of late, this technique has seen Ronaldinho terrify the opposition no end.

BACK HEEL FLICK

LOB ON: From a standing start you can now back-heel the ball over on-rushing defenders. It's even possible to score a goal with this move by back-heel chipping the keeper. Neat, eh? But only the flair players like Ronaldinho, Okocha and Cristiano Ronaldo can pull this off. Emile Heskey types need not apply.

MORE NEW ADDITIONS

- Volleyed chipped lobbed passes.
- Bigger emphasis on shielding the ball from opponents.
- Players now use either side of their foot to dribble/pass/shoot.
- More national squad licences including Netherlands and England.
- Instant back-heels while in motion.
- Lobbing is now easier to pull off.
- New volley animations – players swivel more to connect with crosses.
- Greater ball physics.
- Keepers now come out with their feet to win the ball.

B-BOY HIP-HOPS ONTO PS2

Body-popping and electric boogaloo hits PS2 – everyone do the pumping turtle!*

Cutting a rug on PS2 this September is Sony's breakdancing title with a difference. Rather than using typical Bemani methods to bust out moves, *B-Boy* incorporates a balance bar – like *Tony Hawk* – to steady your wobbly dancer mid-handstand.

Developed in collaboration with break-dancing legend Crazy Legs – who appeared in *Def Jam: Fight For New York* – there are over 800 motion-captured shapes for you to throw to the beats of more than 40 licensed hip-hop tracks. There's even a career mode where you get to form a gang and take on rival groups – like the video for 'It's Like That' by Run DMC and Jason Nevins, or any family Christmas.

PSM RECKONS: *We'll soon have our resident body-popper Joel (or the J-Snake as he wishes to be known) putting B-Boy through its paces to check whether it's wicked or wack – but with over 40 real rivals (including Kamel, Mouse and, erm, Ivan The Urban Action Figure) to twist in time to the music with, we're anticipating original dance moves and an interesting Rise To Fame story mode. Could be good.*

FLOOR PLAY: The slick dancing is watched by both rival gangs – whooping all the way.

MAN'S ENTERTAINMENT: Head-hop dance floors and your stage.

LORD OF THE DANCE: The moves get more elaborate as you learn.

*That's a breakdancing move, by the way.

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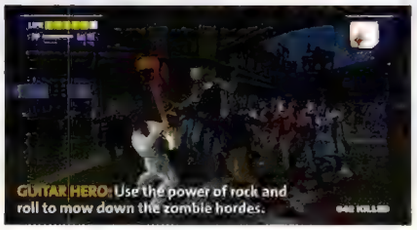
FROM THE CREATORS OF
PSM2

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

GORE BUMEY: Check out all the gore. This is one of the bloodiest games we've ever seen.

DAWN OF THE DEAD: See how many zombies there are? You'll have to murderise all of them.



GUITAR HERO: Use the power of rock and roll to mow down the zombie hordes.

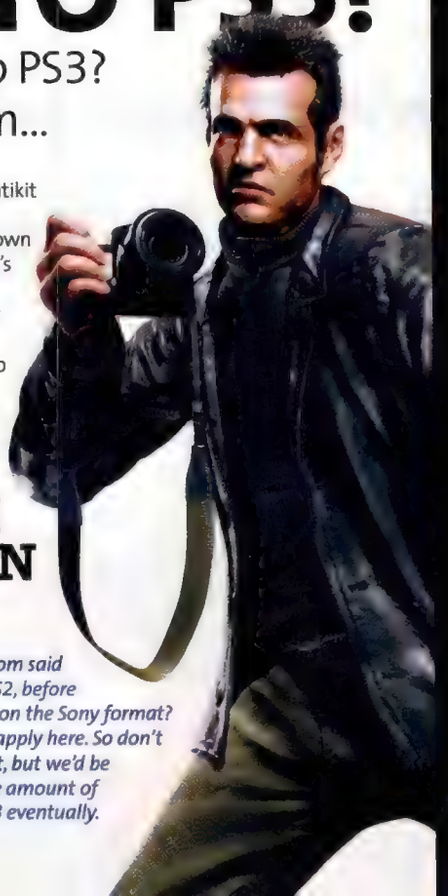
SPADE EXPECTATIONS: A massive spade blow to the neck will slow anybody down, dead or not.

DEAD RISE ONTO PS3?

Is this slice of zombie carnage coming to PS3? Capcom are keeping suspiciously schtum...

If there's one thing Capcom know about, it's zombies. And *Dead Rising* has looooaaaads of them. It tells the tale of freelance journo Frank West, who wanders into a shopping centre on a story one day, and finds all the residents have turned into the undead.

Cue screenloads of zombies gathered to the horizon, all of which you have to turn into mush with a skipful of weapons, including baseball bats, swords, garden benches, *sit-on lawnmowers* and even other zombies – grab one by the ankles and him them round



"TURN ZOMBIES INTO MUSH WITH SWORDS, BATS OR EVEN A SIT-ON LAWNMOWER"

(imagine a macabre version of something you might see on Strictly Come Dancing), sending any encroaching deadies flying. Or you might be hurling bowling balls in the mall's alley, or battering everyone around you with a golf club in the sports store. Each shop has a radically different selection of weapons depending on what it sells, you see. And don't think you're just getting a load of identikit bad guys – there are loads of different types, each with their own individual behaviour patterns. It's all hugely tongue in cheek, astonishingly bloody, and rather excellent fun – and it looks terrifically detailed and gory into the bargain.

PSM RECKONS *Sadly, Dead Rising isn't scheduled for a PS3 release at the moment. However, remember when Capcom said Resi 4 would never appear on PS2, before turning in the definitive version on the Sony format? We reckon the same just might apply here. So don't go mad with excitement just yet, but we'd be prepared to stake a considerable amount of money on this appearing on PS3 eventually.*

NEWS BITES

"GET YOUR LEGO OVER"

MAN MAKES GIANT LEGO PS3 CONTROLLER

So-called 'brickartist' Nathan Sawaya just couldn't wait to get his hands on the PS3 controller... so he made his own! With, erm, Lego. And about four times too big. Still, it's a very good attempt. Just *how* did he get those dimensions so accurate, though? Must be because he's a 'brickartist', eh? Or maybe he just has waaaay too much time on his hands. Whatever the case, with the imminent redesign of the prototype controller, having a fondle of Nathan's massive plastic double-ended sex boomerang is probably the closest you'll ever get to holding a pad in its present form.

"YOU COULDN'T SNAKE IT UP"

LIQUID SNAKE SLIPS BACK INTO MGS4

In *MGS* creator Hideo Kojima's recent audio blog, he talks about voice actors who'll be working on the next *Metal Gear* game. One of the names mentioned was Banjo Ginga, who just happens to be the Japanese actor who always plays <cue dramatic music> Liquid Snake. So this pretty much confirms that the cheeky English clone will be showing his face – or rather his disembodied arm – again. We already knew this, though. The original teaser poster for *Metal Gear 4* showed Ocelot with his arm (i.e. Liquid's arm) bandaged up, you see.

"CALLING DR JONES"

INDIANA JONES SWINGS ONTO PS3

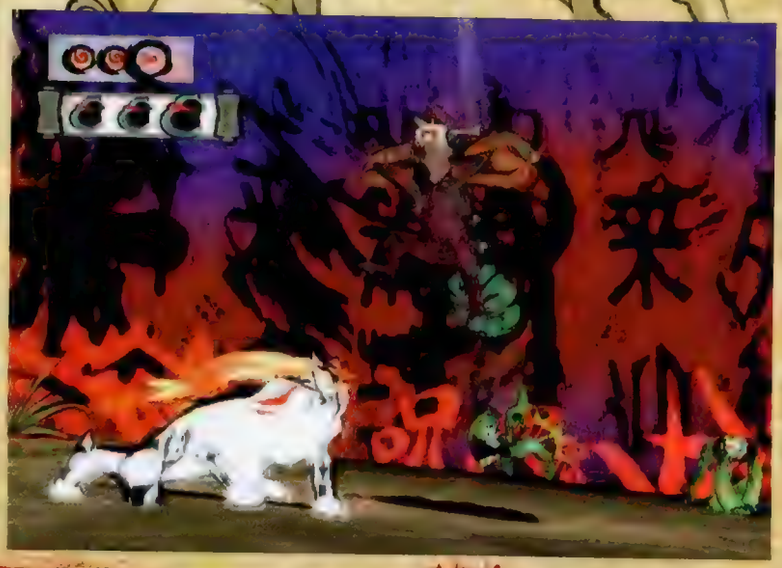
Not only has Indiana Jones IV been announced, but Lucasarts are planning to show off a next-generation adventure at this year's E3. Yes, Harrison Ford is somehow defying age and returning as the whip-cracking, hat-wearing hero. The last few Indy games have been surprisingly good, especially *Emperor's Tomb*, and the thought of brawling, exploring and whipping our way around as a gloriously-rendered Dr Jones is far too exciting for words. Just *imagine* the realistic hat physics.

AN HOUR WITH OKAMI

A cartoon dog? Who paints? Here's what to expect in your first hour of Capcom's brilliant, but baffling, *Okami*.

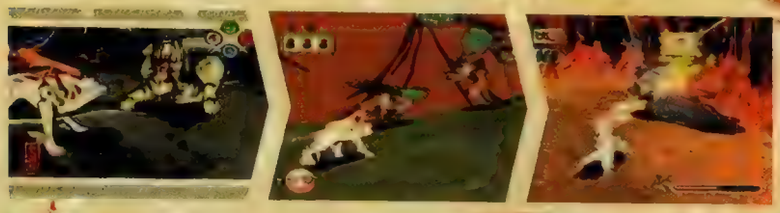
00:00:00 > 0:10:00

We spend the first ten minutes bouncing around admiring the scenery. The gorgeous cel-shading makes the world look like a living painting and Okami (the wolf) moves through it with a beautifully subtle grace. The control system is reminiscent of the *Jak* and *Ratchet* games, although there are no complex platform sections to navigate – it's easy to control and strangely relaxing.



00:10:00 > 0:20:00

Our first fight. Regular combat is pretty self-explanatory – press ◎ to headbutt opponenents – but when a red circle appears you can enter what we like to call 'paint mode'. Holding L1, the action pauses and a canvas and paintbrush appear. Hold ◎ and draw a line across your enemy and it'll slice them in half, which is terribly satisfying and looks stunning in motion.

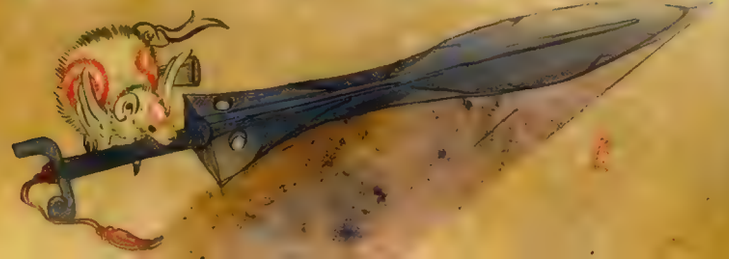


0:30:00 > 0:40:00

Ah, a mission objective. We have to tempt a crotchety old warrior into helping us by fetching him some sake. Thing is, the sake maker's waterwheel is broken. We help her out by first chopping up her rice paddy with the paintbrush, then we repair the wheel by drawing in the missing pieces. Voila! She's back in business. She rewards us with some sake and we take it to the old drunkard.

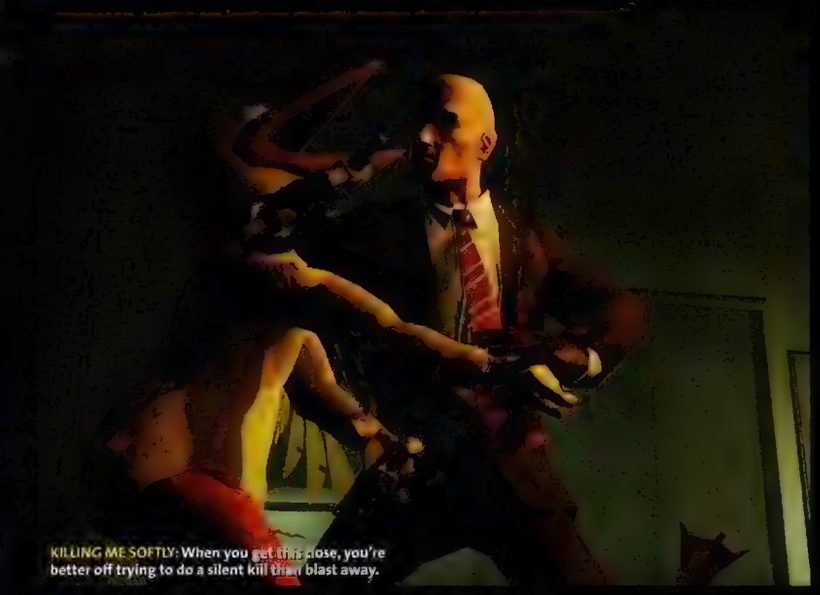
00:20:00 > 0:30:00

We decide to experiment with the paintbrush. Among its uses are chopping down trees, creating bridges, covering innocent bystanders in ink, creating a gust of wind by drawing a swirl and filling the world with light by drawing a sun in the sky. The painting is the game's best feature and it's so intuitive that you'll find yourself instinctively slicing, creating and destroying objects.



0:40:00 > 0:60:00

Being the God of Nature, Okami's main goal is to restore the beauty of the games evil-savaged land. One way you can do this is by painting flowers on cherry blossom trees to restore them to their former glory. In one cut-scene (after solving an entertaining puzzle) a large portion of dry, dusty land explodes with flowers, rivers and vegetation. It's one of the prettiest things we've ever seen.



KILLING ME SOFTLY: When you get this close, you're better off trying to do a silent kill than blast away.

CANDID CADAVER: Leaving corpses lying in the middle of the road is a surefire way to get caught.

■ Developer: Io Interactive ■ Publisher: Eidos ■ ETA: May 26th

HITMAN: BLOOD MONEY

Don't pay Agent 47 a penny – until you've read the PSM2 hands-on verdict.

There's something *wrong* about seeing Agent 47 strolling around the suburbs. Sure, you still won't see any children frolicking about – Io aren't going that far – but we're used to seeing the bald assassin lurking around Russian brothels, Mafia villas and murky fetish dens – not sunny, picket-fenced semi-detached houses while dressed as a postman. It makes us feel a bit queasy.

Part of this, of course, is due to how good 47's getting at murdering people. It's now possible for him to do you a mischief with a fire extinguisher or a spade, or even simply headbutt you unconscious from the front, then stuff you into a skip. Get caught having a fag near a ledge or under something heavy, and he'll make it look like an accident. Turn in your drug dealing pals and go on the witness protection programme – like Cuban Vinnie, currently residing in leafy suburbia – and you might just drown in your own swimming pool.

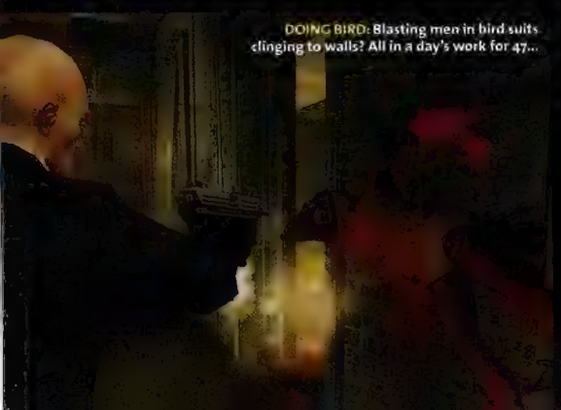
Inventive methods of murderousness aside, *Hitman*'s clearly improved since the last edition. This is mostly to do with other people, who no longer run away screaming or pull guns and shoot you in the face at the slightest provocation – instead they just get a little bit suspicious and aggressive and move on from there. It's also to do with how non-linear the various hits seem in comparison to previous games – environments like the Casino and Opera house have multiple entry points depending on how you like to run an approach, which massively reduces the frustration factor. And best of all, of course, 47's simply a lot more capable this time round – headbutts and disarm moves aside, he can brawl with his fists, shove people around, throw knives and even bypass metal detectors with the casual gun-fling we last saw done by Kevin Kline in A Fish Called Wanda. He can also leap between balconies and shimmy up drainpipes, enabling him to reach previously inaccessible areas with ease. Anyone who cursed shin-high obstacles in *Hitman: Contracts* should breathe a sigh of relief.

Problems? One or two. Though 47's generally a lot better co-ordinated, he'll still occasionally fluff a perfectly simple whack from point-blank rage and bring the guards running. And when this happens, you'll probably see the all-too familiar pattern of every guard in the level sprinting through the same corpse-clogged doorway and falling to 47's silver Ballers until you have to climb over a stack of bodies just to get to your target.

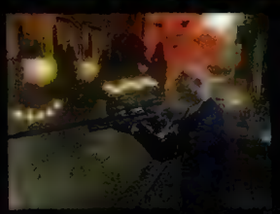
"GO ON THE WITNESS PROTECTION PROGRAMME AND YOU MIGHT DROWN IN YOUR OWN POOL..."

PSM2 RECKONS *Niggles aside, though, Blood Money's clearly the best* Hitman *yet, offering proper incentives for playing like a professional killer (rather than an outright maniac) and allowing you to actually upgrade guns properly. Then there's the hint of a closing-stages revelation that'll change the way you see 47's world... but we'll have more about that in the full review next issue. In the meantime, look out for bald men in the shrubbery...*

HIDE AND SHRIEK: Remaining undetected is key to a successful assassination.



DOING BIRD: Blasting men in bird suits clinging to walls? All in a day's work for 47...



LAST TANGO: God help any girl in this club who asks 47 for a dance.

DISGUISE THE LIMIT: There are loads of different disguises, as always in a *Hitman* game.

WHO LET THE DOG OUT? The tip-toeing here suggests Brian's jailbreak involves stealth sections.

WELCOME TO THE FAMILY

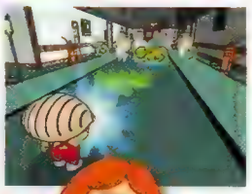
At last, screens of the *Family Guy* game. Giggedy giggedy! Etc.

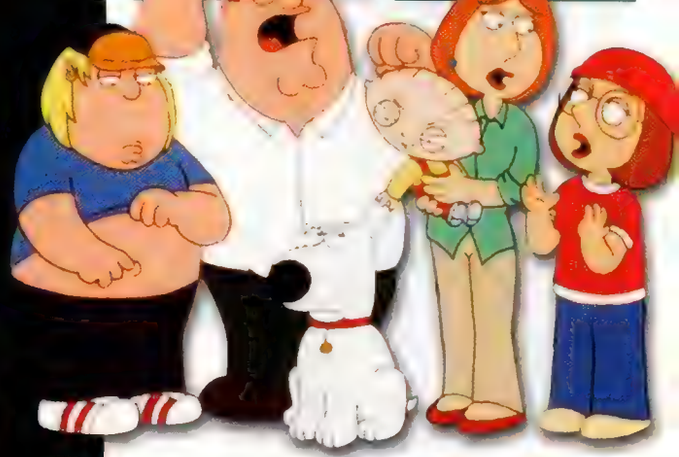
Here at last, then, are the first shots of the *Family Guy* game, based on the adult cartoon of the same name. Over 200 of the TV show's characters will appear, including Death, Evil Monkey and the rest of the Griffin clan. The story revolves around three of the show's leads – Brian, who has to escape from prison; Stewie, who's competing with his 'sperm brother' Bertram to rule the world, and Peter who's eating up all of Quahog's food, to, erm, defeat a British nanny. Yes.

The stories will intertwine – flipping between the trio – but there'll be character-specific minigames, like Quagmire chasing around nurses or Chris dodging the wrinkly clutches of Herbert the pervert.

PSM RECKONS *The shots suggest* Family Guy *will play out like* Futurama *on PS2, which means platforming and shooting aplenty, but given the show's un-PC humour expect this to push the boundaries of in-game comedy – with prison shower sections and such. And best of all, you'll be able to take the family wherever you go as it's going to be available on PSP too. Sweet. Hands-on report next month...*

OOH, MATRON: Quagmire has to grab as many nurses as he can. It's like a Benny Hill game.





SOUTHERN FRIED

There are thirteen missions in total, but Io are remaining cagey about what happens in the last few – so we're having to make do with practicing our killing skills on the earlier levels. One of the tougher tests is the Mississippi level, where 47's charged with whacking Skip Muldoon, a boat captain who spends his free time taking potshots at gators from his boat. Can 47 take him down silently, or are you going to have to dress up as a cabin boy and lure him onto the poop deck? It all depends on your skills...

NAVAL NAVEL: 47 resorts to desperate measures to be the sailor in the Village People tribute band. Er, yes.

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

LOST PLANET: EXTREME CONDITIONS

This icy action/adventure features three of our favourite things – robots, guns and *huge* monsters.

Capcom are famous for several things – the Resi games, for one. Great but hugely leftfield titles (*Killer7*, *Viewtiful Joe*) for another. And occasional forays into humdrum 3D scrappers (*Beat Down*, *Final Fight*) for a third. What they aren't famed for is sci-fi shooters, but what we've seen of *Lost Planet* suggests that might not be the case much longer.

Taking place on a planet consumed by ice, you play as a so-called Snow Pirate battling against monsters known as the Akrid. Why? Because, as both need thermal energy to survive, and it happens these creatures are hording it. Luckily you have Vital Suits on your side. They're basically mech suits equipped with lasers and rockets. What ensues is some of the most visually stunning action we've seen, as you battle with swarms of beasts and work with a squad to gather the precious energy.

PSM3 RECKONS *The development team behind this beauty consists of guys who helped create, among others, Devil May Cry and Onimusha, so expect it to be of an exceptionally high quality in terms of visuals, gameplay, physics and just about everything else. We can't wait for this, and although a PS3 version hasn't been officially announced, it'll turn up at some point. Remember when Capcom said Viewtiful Joe, Killer 7 and Resident Evil 4 wouldn't appear on anything else but GameCube?*

NEWS BITES

"NOT QUITE THE *FINAL* FANTASY"

FINAL FANTASY XIII AT E3

Their newest title, *Final Fantasy XII*, isn't even out in the UK yet, but according to American games mag EGM, Square Enix will be showing off the next in the series at E3. The good news is that the game is scheduled to be a PS3 exclusive and it'll be the first truly next-gen game the company has shown so far. We reckon they'll show a clip you'll *think* is part of their signature CG intros, but is actually rendered in real-time. When it comes to visual prowess, nobody beats Squenix.

"MOVE TO CANADA!"

GET PS3 NOW!*

Canadian readers – did you know you can pre-order your PS3 *right now*? Just nip down to your local Toys 'R Us, part with $50 and you'll secure a machine with 60GB HDD, two games of your choice and an extra pad. Brilliant news. Sadly, us Brits get the rum deal as per usual; we still can't find a retailer willing to take our cash. Bumplops.

"TER-RIFF-IC NEWS..."

GET READY TO ROCK... AGAIN

Come November, *Guitar Hero 2* will be out – complete with the ability to play bass and rhythm guitars. Obviously, this will all be played with the original faux-guitar controller and playing lead will still be in place – but think of the potential for multi-player jams. And now there's a practice mode so that you can hone your skills before you rock out over 50 new tracks, which are being kept under wraps – although rumours suggest that top bands such as Metallica and AC/DC will make it onto the playlist.

Guitar Hero II

MERDE! PS3 EST £400!

We put 2 + 2 together and get a launch price.

It's been another month of loose tongues, spluttering excuses and official denials from Sony as the gaming world attempts to predict the launch price of the PS3. This time it comes from the land of soft cheese and surrender – i.e. France – as European Sony chief George Fornay was reported to said in a radio interview that PlayStation 3 would cost €600 in a radio interview.

However, before anyone could start counting beans and selling elderly relatives, the Sony PR machine rolled into action stating that Georgey didn't *actually* say anything about the price. In fact all, he said was that a price of 500 – 600 dollars (not Euros) would be very cheap and good value. Just stopping short of denying that George had even broached the subject at all, the spokesperson *did* state a price might be announced at this year's E3.

Now here at PSM2, the sum of €600 stood out as significant despite the official denial. The reason why the figure is so interesting is that once fed in a currency converter, it comes out as roughly £400 – the price we've been predicting ever since PlayStation 3 was announced.

PSM3 RECKONS *Just for extra points here's our working out.*

€600 = $737 = £414

As exchange rates fluctuate and get pushed about by fat necked merchant bankers, that extra fourteen quid won't mean much, so that £400 price point really starts to make sense. We still reckon Sony will go for this launch price and when they do be sure to look out for the PSM2 'We Told You So' Special Edition. In the meantime, make sure you've started saving up. You'll be needing that 400 quid soon...

Pro Dojo

THE NEXT GENERATION

Each month we give you the chance to show off your gaming genius. Dojo is now simpler than ever to enter, so show us your skills.

DO THIS!

GUITAR HERO BARK AT THE MOON CHALLENGE

You should all have your copies of *Guitar Hero*, so it's time for you to flex those fingers – play Bark At The Moon on Hard difficulty and get the highest score you can. Easy, yes? And if any of you fancy trying it on Expert level, we'd love to see that too. So come on – be Hendrix! Be Jack White! Be Bryan Adams! Actually, forget that one. Whatever, just get your entries in pronto. Best score wins.

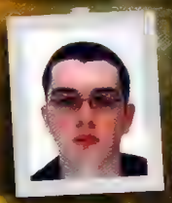
CLOSING DATE 15/05/2006

WIN THIS!

THE TOP 10 PS2 GAMES!

Complete this month's challenge and you can get your hands on the Top Ten games. That's over £300 worth of the hottest games available including *The Godfather, Fight Night Round 3, Need For Speed: Most Wanted, FIFA Street 2* and loads more. Reckon you can ace 'The Moon? Get your entry in as soon as possible, y'hear?

LAST MONTH'S WINNER



BLACK FIRST LEVEL CHALLENGE

Christopher Darmody, Surrey

Best time: 02: 33

An astonishing effort from Christopher, there. He seems to know exactly where all the enemies will appear, and his skill with a headshot is downright frightening. Kudos to you, Chris, the top 10 EA games are all yours.

FILL IN THIS FORM!

WHICH CHALLENGE:
GUITAR HERO

My score is.....
Name.....
Age.....
Address.....
.....
.....

I enclose...

- ☐ A tape (wound to the right place)
- ☐ A photograph (with my name on the back)

PSM2
PRO DOJO
GUITAR HERO CHALLENGE
FUTURE PUBLISHING
BATH
BA1 2BW

IT'S EASY!

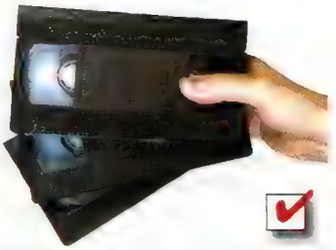
Each month we dish out a challenge and you have to do it as quickly and as brilliantly as possible. The player who beats our challenge by the fattest margin before our tight closing day wins the booty. Simple. BE WARNED THOUGH, the closing date is a MASSIVELY STRICT May 15th. On that day we'll be picking our winner – make sure your tape is with us for then. We'll be announcing the result of this particular contest in the issue that's out on June 1st – and there'll be another brand new challenge for you to get stuck into, so make sure you're tuned to these pages then. Or else. [Imagine us looking dead fierce. Imagined that? Well, you wouldn't want to see that face at your front door, would you? Best enter quickly, then.]

HOW TO ENTER!

Respond to the challenge above and send us your efforts on tape.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape away.

Wind your tape to the right place and write your name on your photo.



Send us your tape, a photo of yourself and the coupon to the right address.

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

FIRST SHOTS!

GITAROO HERO

What do you mean you've never heard of it? *Gitaroo Man Lives!* could be the best rhythm action game ever made... and it's on PSP. Now *this* is something to be excited about.

Oh, yes. Now we're talking. Forget *EA Roster Update 2006* and *Generic Racer #34*, this is what PSP was made for. *Gitaroo Man* first appeared on PS2 in 2002 and, although largely ignored by the general public, had us smiling with glee with its infectious music and addictive note-bending gameplay. The tunes were its biggest strength, being a mixture of hyperactive Japanese dance music, rock and roll, reggae and drum and bass. You, the titular Gitaroo Man, had to battle against various creatures with your magical space guitar. From a trumpet-playing bee to xylophone-tinkling skeletons it was utter, utter madness. We even have the soundtrack on our iPods – *that's* how much we love it.

And now it's on PSP, which is basically too much for our tiny minds to handle. *Gitaroo Man*... on the move! Praise be. And, being relatively short and ideal for quick-burst gameplay, it should suit the handheld format perfectly. This version of the game features the same songs as the original game (with more TBC), but with a new two-player battle and, brilliantly, a co-operative duel mode. Judging by the screenshots, these new modes come with new songs which is the best news we could ever hear. No, really.

//"LET'S GET GITAROO MAN INTO THE HEARTS OF ALL GAMERS"//

FLY GUY: Duel mode lets two players battle against an enemy together... with the power of music!

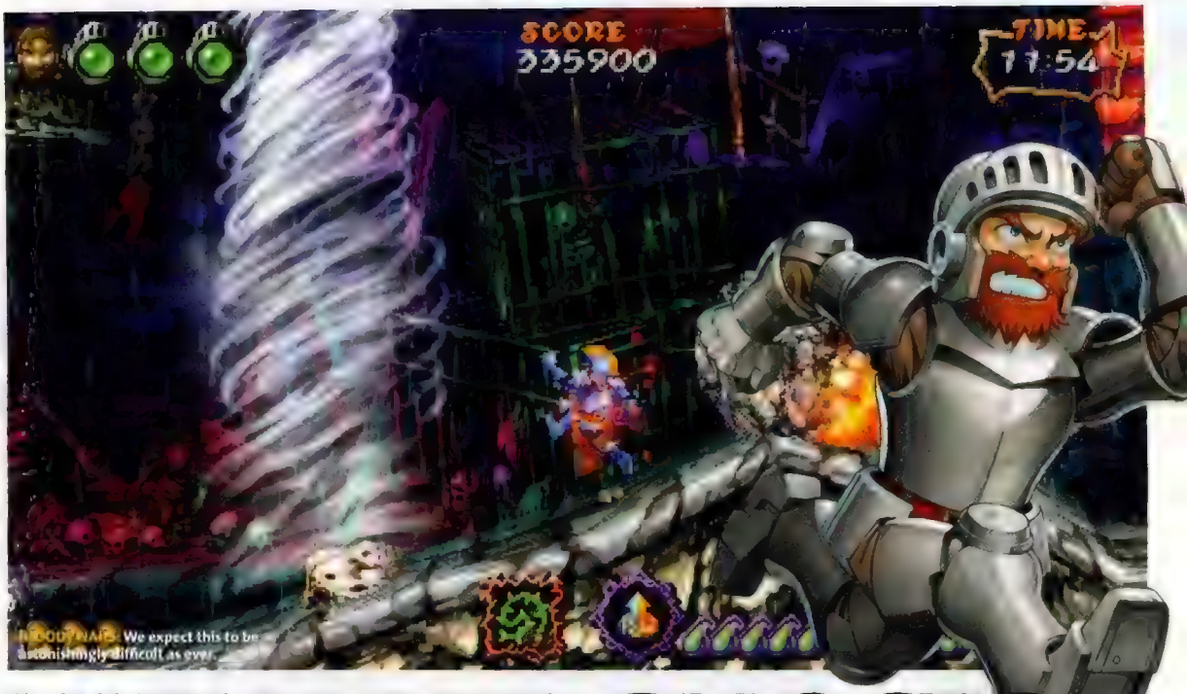
PSM RECKONS *Potential control issues aside (we're not sure how you'll bend notes with PSP's tiny analogue stick), we're excited beyond belief. Hopefully it'll get people talking about the game and bring it the fame it deserves instead of merely fading into obscurity. Let's start a campaign – get* Gitaroo Man *out of the bargain bin and into the hearts of gamers.*

"GUN'S ON THE RUN"

GUN: SHOWDOWN

Fancy scalping your mates? Via Wi-Fi deathmatch? That's the big addition in *Gun: Showdown* – the PSP version of Activision's brilliant PS2 Wild West adventure. There'll also be quick-play modes and new side-missions – but really, nothing's changed. While it isn't holstering many new features (yet), we're expecting the battles to be as bloody as before. Tiny high-noon shoot-outs and free-roaming on your trusty steed will be nice, but only time will tell whether this is just *another* PS2 port.

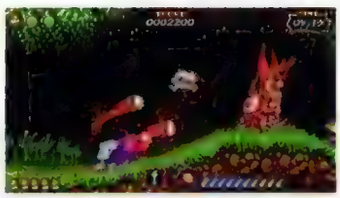
PSM RECKONS *It should be as enthralling as on PS2 and fun in multi-player mode – we just hope there's enough new content to warrant a PSP version. The lack of promised new features is worrying, mind.*



BLOOD PANTS: We expect this to be astonishingly difficult as ever.

ULTIMATE GHOSTS AND GOBLINS

Gaming's most famous underpants are soon to hit PSP. Skiddies-free, hopefully.



ARMOUR-PIERCING PANTS: Oh, and that armour will be coming in handy. Careful, now.

This isn't so much a remake as an overhaul. The 2D visuals of the original have been polished up 3D-style and mid-level checkpoints have been added to lower the famously punishing difficulty level a little. It's still monster hard, though, and requires *Gradius* levels of manual dexterity.

Once again, hero Arthur has three levels of life – golden armour, silver armour and, as is series tradition, nothing but his boxer shorts. Get hit in those and you're dead. The shifting terrain of the levels also makes a return, with sections rising and crumbling away as you head for the goal.

PSM RECKONS *This may stink of retro repackaging, but the slick new visuals should give it more appeal than a basic remake. Are we excited? Surprisingly, yes. Will we play it? Gladly. Ironically (ish), 2D games are currently the best thing on PSP.*

UMD IS DEAD

Fancy buying a UMD film? Nor does anyone else.

Gargantuan US supermarket chain Wal-Mart have stopped selling UMD movies because of abysmal sales. We first reported on the downfall of Sony's discs in PSM2#73 and things are just getting worse for the flagging format. The problem may be (and probably is) that most people bought their PSP to play games, not to watch films, and even if they did, ripping your own DVDs to a memory stick is easier than ever these days. Universal Studios recently halted production of UMD movies, claiming that they were selling next-to-nothing, and Paramount are finalizing their decision to follow their lead. Things are looking bleak.

PSM RECKONS *The brutal reality is, would you rather pay £19.99 for King Kong on UMD, or £12.99 for a DVD disk loaded with extras? Overpriced and battery-sapping, it's no surprise that UMD films are dying. The rumour is PSP2 won't even have a UMD drive... more next issue.*

"BLING UP YOUR PSP BIG-STYLEE!"

PIMP MY HANDHELD

Two things, then, one fundamentally less likely. One – do you own a Logitech Playgear Pocket? Good. Two – do you want to be like Tim Westwood? Thought not, but you can be by – yes – pimping your PSP. Like Westwood apparently has. This can be done by visiting www.logitech.com/pimpmypsp, from where you can download a template. Simply drop the picture of your choice onto the template, print it out and stick it over the top of your Playgear Pocket. Easy, yes? Now you're just like Tim Westwood (i.e. in your forties and the son of a vicar from East Anglia). Word.

PSM RECKONS *If you're bored of the simple metallic sheen of your PSP as it stands, this is certainly a good idea, allowing you stick pictures of anything you like onto your PSP. Just don't use anything rude. Although if you do, send us a picture.*

MAKE IT HAPPEN: Your PSP could look like this. If you want.

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

"IT'S A SLOW NEWS MONTH..."

MATHS ENTERTAINMENT

Spend your afternoons staring at Carol Vorderman's arse on Countdown? Then you'll go mad for *Carol Vorderman Sudoku*. Not 'cos the game is going to be great – but, hey, it *could* be – but because Vorders is plastered all over it. There's even video clips of her – it'll be like *Go! Sudoku*, but for pervs. Yep, Cazza loves her Sudoku. "I go for the fiendishly hard one," she says. Then she does a Sudoku. Pfft! We love taking quotes out of context.

So soon you'll can "earn your Sudoku black belt and the right to challenge Carol". We're boiling with anticipation.

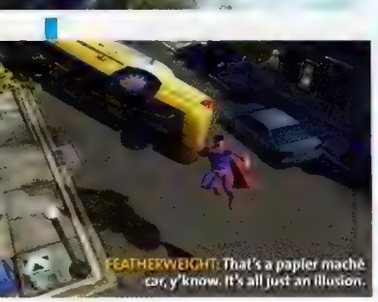
OUT OF VORDERS: A trip to Thornhill nursing home robbed Carol of her lower half.

"JUSTICE FOR ALL"

TOP OF THE LEAGUE

All your favourite DC Comics superheroes are coming to PSP – Batman! Superman! Erm, Zatanna! (She's a sexy female wizard. No, *really*.) And we're hoping it's going to be better than the disappointing *Marvel Nemesis: Rise Of The Imperfects*.

Mind you, not much is known about it yet, but we're expecting something along the lines of *Spider-Man 2* or *Fantastic Four* – except here you get to fly and indulge in some air-to-ground combat, or get a mate and merrily perform heroic actions all over the shop, making the world a better place. This *might* be quite swish, y'know. More soon.



FEATHERWEIGHT: That's a papier maché car, y'know. It's all just an illusion.

TRAINING GROUNDS: Tutorial mode eases you into the game.

MOVES AND SOCKERS: Survival mode is the ultimate test.

EXCLUSIVE SCREENS!

TEKKEN: DARK RESURRECTION

Exclusive screens of *Tekken* PSP's new game modes – plus some bad news.

Ten years on and *Tekken*'s still going strong. For many 'serious' beat-'em-up fans it's the best 3D scrapper on offer; for others, however, it feels clumsy when compared to something like *Soul Calibur III*. But the good news is that the PSP version has a couple of new game modes to get busy with.

In Tekken Dojo, you chase the title of Tekken Lord by fighting through a series of challenges on Heihachi Mishima's secret island. There's also Time (against the clock), Survival (limited health) and Gold Rush (earn money by dealing damage) modes.

As you'd expect they all revolve around one-on-one fighting and don't look *that* different – hence the familiar looking screenshots. Arse.

There are two new characters, Lili and Dragunov. Dragunov is some kind of Communist soldier and Lili is a purdy little lady in a white dress who seduces opponents with her girly charm, then smashes them up.

Bad news? While you'll be able to save 'Ghost' fight data and virtually scrap against your pals, there'll be no direct head-to-head play.

PSM RECKONS *Why no one-on-one wi-fi play? We're bitterly upset, despite the new modes. Expect a UK release in September, but a review much sooner.*

TWO-IN-ONE: Bob Power Stone games in one package? Mmm...

SIMPLY THE BEST? This really ought to be one of PSP's finest games.

POWER STONE COLLECTION

When Snap said "I got the power!" we reckon he was probably thinking of this.

When Sega's Dreamcast console was alive and kicking *Power Stone* was held in high regard as one of its best fighting games. It was famous for its colourful arcade visuals, pick-up-and-play simplicity and destructible environments and really came into its own in multi-player. Well, the good news is that both *Power Stone* and its sequel are coming to PSP in a double-pack due out at the end of the year. Lazy old ports? Shameless re-packaging of much-loved hits? Maybe, but these are games that really do deserve to resurface, especially when they've been souped-up to complement the format. Capcom have streamlined everything from camera to HUD, adding new weapons, arenas and characters.

PSM RECKONS *Playing three mates over Wi-Fi with only one copy of the game? Can't wait. It should be the best scrapper on PSP.*

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EXCLUSIVE REVIEW & PLAYABLE DEMO!
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3 MASSIVE EXCLUSIVES!
STRATEGY LEGEND!
RISE OF NATIONS: RISE OF LEGENDS
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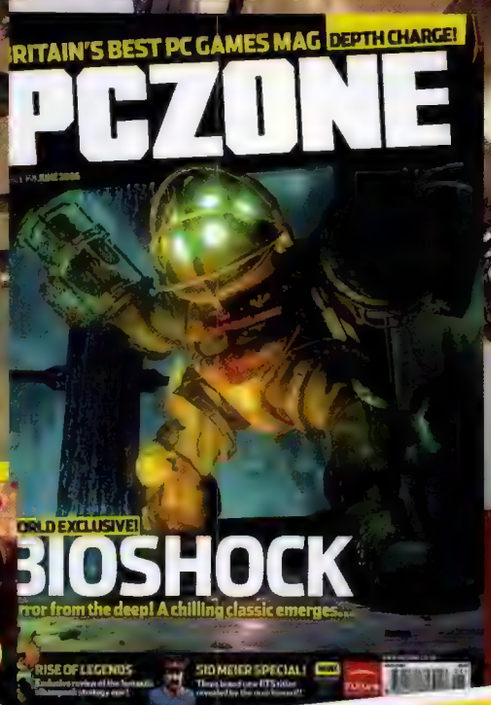
TOMB RAIDER: LEGEND
CONDEMNED: CRIMINAL ORIGINS



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EXCLUSIVE LARA DEMO!

ON THE DVD: TOMB RAIDER: LEGEND, CONDEMNED: CRIMINAL ORIGINS AND SPELLFORCE 2: SHADOW WARS

TOURIST TRAP: The zombie-infested Ravenholm is overseen by the utterly mental Father Gregori and his collection of deadly fire traps. Watch yourself.

A BRIEF HISTORY OF THE HALF-LIFE SERIES

Half-Life (1998)

The first chapter in the series revolutionised first-person shooters by being comprised entirely of interactive set-pieces (there were no cut-scenes whatsoever) and boasting some of the most complex, human-like AI ever seen in a videogame.

Half-Life: Opposing Force (1999)

In something of a first for the time, this expansion followed the same events as the first game, only through the eyes of one of the soldiers you were originally fighting *against*. Rumour has it that hero Shepherd will return in an *HL2* episode.

Half-Life: Blue Shift (2001)

Much like Opposing Force, only this time you were viewing the invasion of the Black Mesa facility from the perspective of Barney Calhoun, a low-level security guard who goes on to become one of the main characters in *Half-Life 2*.

Half-Life 2 (2004)

Released to critical acclaim almost two years ago, *Half-Life 2* wasn't quite the generational leap the first game was, but still made a mockery of most FPS's. One of the first games ever to feature truly realistic physics.

Half-Life 2: Episode One (2006)

Taking place directly after the events of *HL2*, this expansion pack follows Freeman and Alyx as they try to escape the crumbling, headcrab-infested city 17. The first of four episodes.

CHOP OF HORRORS: This helicopter drops bombs as you tear through the canals.

HALF-LIFE 2 ON PS3

Half-Life 2 + PS3 = mass excitement.

Is it worth getting excited about a two-year-old PC game? Yes, it is. *Half-Life* 2 may be old, but its impact on the evolution of first-person shooters is unquestionable – in terms of storytelling, atmosphere and physics, it's the benchmark to which all first-person shooter developers must aspire. But don't expect the PS3 version to be a lazy port – Valve know gamers and what they expect from a release this significant.

It's also the perfect way to showcase PS3's mighty hardware. Valve's infamous Source engine boasts Hi-def lighting, pixel shaders, bump-mapping and just about every other complex graphical effect you care to mention... then there are *those* physics. Every object in the game obeys the laws of gravity, friction and buoyancy and as a result the world feels, well, real. It's basically gorgeous and the physics allow not only for a believable game world, but for chaotic, unpredictable combat and ingenious puzzles.

You can fling explosive barrels.

This is Dog, Alyx's loyal robot pal. He turns up later to help Gordon out and is a force to be reckoned with.

"THE PERFECT WAY TO SHOWCASE THE MIGHTY POWER OF PLAYSTATION 3"

WHY HALF-LIFE 2 IS THE BEST FPS IN THE WORLD

OK, so you know *how* good it is, now you want to know *why* it's so good, right? Well, allow us to explain...

1. You can defy gravity.

About three hours into the game you'll obtain the infamous gravity gun. This amazing piece of kit lets you pick up objects and throw them around, which is a simple idea but really opens up the game mechanics. You can make bridges to cross dangerous terrain, slice enemies in half by firing sawblades at them, topple things, pull things, push things and later in the game, send enemies flying into the air. The best bit? Probably. It's just so *satisfying* to use.

2. It looks almost *real*.

Well, sort of. The character animations – especially the facial expressions – are some of the most natural and realistic we've ever seen in one game. Two characters have an argument and you can see them roll their eyes and clench their fists in frustration. The levels are remarkably realistic too, and City 17 could easily be based on a real place. The Source engine is one of the most sophisticated and powerful there is, and it'll look amazing on PS3.

3. It's genuinely terrifying.

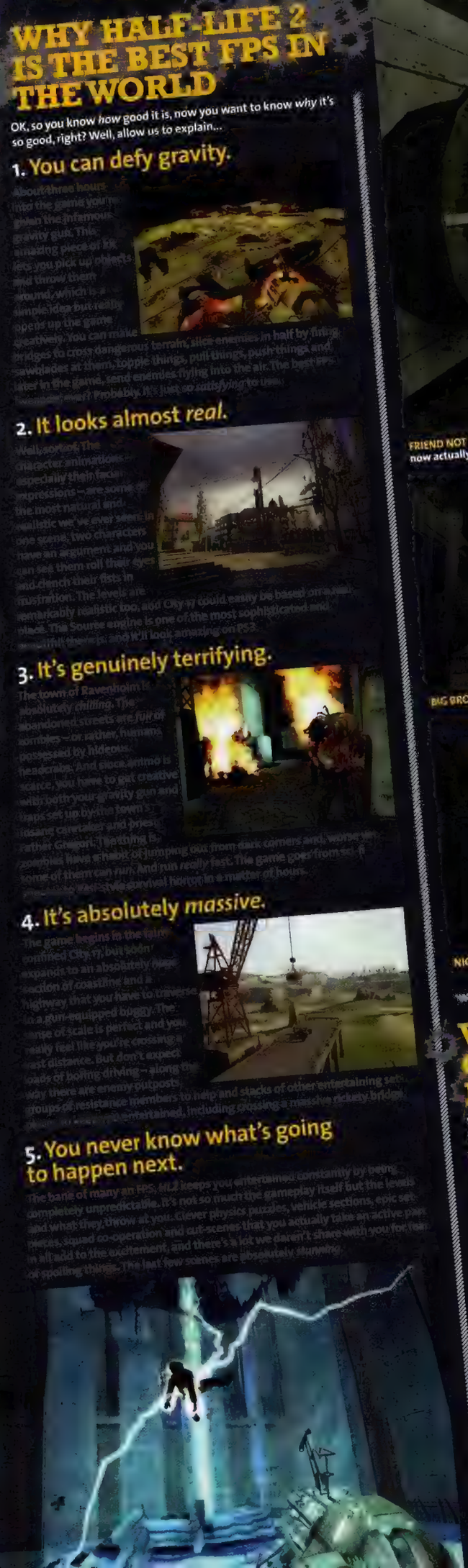
The town of Ravenholm is absolutely chilling. The abandoned streets are full of zombies – or rather, humans possessed by hideous headcrabs. And since ammo is scarce, you have to get creative with both your gravity gun and traps set up by the town's resident lunatic caretaker and priest – rather Chopper. The thing is, zombies have a habit of jumping out from dark corners and, worse still, some of them can *run*. And run really fast. The game goes from sci-fi shoot-'em-up to survival horror in a matter of hours.

4. It's absolutely *massive*.

The game begins in the fairly confined City 17, but soon expands to an absolutely huge section of coastline and a highway that you have to traverse in a gun-equipped buggy. The sense of scale is perfect and you really feel like you're crossing a vast distance, but don't expect loads of boring driving – along the way there are enemy outposts, groups of resistance members to help and stacks of other entertaining set-pieces to be entertained, including crossing a massive rickety bridge.

5. You never know what's going to happen next.

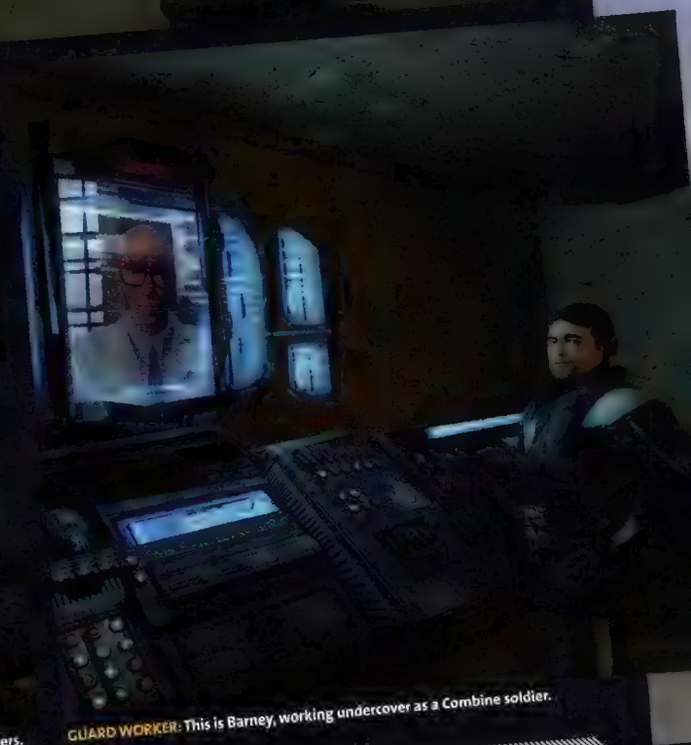
The bane of many an FPS, *HL2* keeps you entertained constantly by being completely unpredictable. It's not so much the gameplay itself but the levels and what they throw at you. Clever physics puzzles, vehicle sections, epic set-pieces, squad co-operation and cut-scenes that you actually take an active part in all add to the excitement, and there's a lot we daren't share with you for fear of spoiling things. The last few scenes are absolutely stunning.



FRIEND NOT FOE: The Vortigaunt aliens are now actually *helping* humanity this time.

BIG BROTHER: This is Wallace Breen, evil leader of City 17.

NICE TEAM: Command small armies of resistance members.



GUARD WORKER: This is Barney, working undercover as a Combine soldier.

WHAT'S GOING TO CHANGE IN THE PS3 VERSION?

While it looks amazing as it is, we reckon Valve will make use of PS3's ultra-high specs and tweak their masterpiece accordingly.

The graphics

The PC modding community have already released their own homebrew high-resolution texture packs and character upgrades that make the game look loads better, so expect Valve (or whoever's in charge of the port) to do something similar, only to a much higher quality. Remember that PS3 should be at least double the power of the maximum spec PC required to run *Half-Life 2* in full detail.

Expansion packs

As we go to press the first *Half-Life 2* episode – or mission pack in simplistic terms – is being readied for release over Steam, Valve's online download service. Will there be

included with the PS3 version? Alternatively, Valve might make a version of Steam specifically for PS3 meaning you have to download these episodes manually. Either way, you'll probably be getting more than just the original game on its lonesome.

Online play

Yeah, sure, there's a regular deathmatch mode, but multi-player *Half-Life* is all about *Counter-Strike*, the world's most popular online game. In the recent 'Game Of The Year' edition of *Half-Life* on PC, *Counter-Strike* came bundled with it, so the chances are pretty high that the PS3 version will too. What better way to show off the console's net support than by hosting the best online game ever made?

HALF-LIFE 2 ON PS3

"THE GRAVITY GUN IS PROBABLY THE BEST FPS WEAPON THERE'S EVER BEEN"

Bonus features

A new trend in FPS games is the developer's commentary. In *HL2: Episode One* you can listen to the creators talking you through each level in real-time as you play, sort of like the commentaries on DVDs only, er, a bit better. They may even include *Half-Life: Source*, a souped-up version of the original game they released with the 'Game Of The Year Edition' of *HL2* we mentioned earlier.

LIKELIHOOD OF COMING TO PS3?

Our contacts rumour that VU Games, who recently lost the *Half-Life 2* license, had contracted developers Valve to make a PS2 version of the game. It's *possible* that Valve refused, hence the appearance of *HL2* on Xbox last year and the change of publisher. Perhaps they worried the game wouldn't run on the ageing hardware, or they wanted to save it for the next-gen. PS3, in other words.

FPS EXPLOSION

PS3 will be assaulted by first-person shooters soon. We sift through the carnage and tell you which four you should be looking out for.

F.E.A.R.

The Matrix meets Doom meets The Exorcist

What is it?

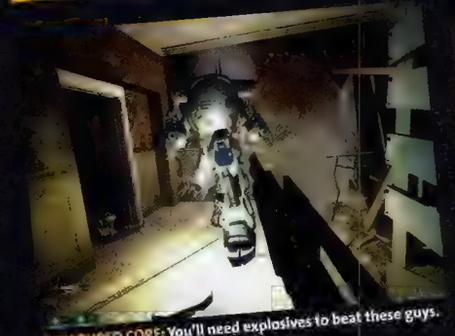
An immersive horror FPS on PC that blends slick bullet-style psychological scares with violent, fast-paced tactical combat. You play as a member of F.E.A.R. (First Encounter Assault Recon), a group of soldiers with special telekinetic powers who deal with 'strange' situations. The situation in this case just happens to involve the paranormal specifically ghosts in his mind. The premise may be faintly ridiculous but the action, terrifying set-pieces and amazing next-gen visuals certainly aren't. It's not nearly as groundbreaking as *Half-Life 2* – it's just simple, brainless action – but it's still great.

Why should I care?

F.E.A.R. is one of the only first-person shooters in recent memory to feature genuinely useful melee combat – you can perform a ninja slide and roundhouse kicks and knock enemies about with the butt of your rifle. Better yet, these moves can be performed in – cliche alert – a kind of bullet-time. The effects are glorious, though, and millions of particles fly everywhere as you shoot the place up in slow-mo. Broken glass, blood, guts, shattered bone dust – it's an explosion of gorgeous graphical effects. The sophisticated graphics engine, realistic lighting and superb level design also means that the spooky scenes are made all the more tense and scary.

Likelihood of coming to PS3?

TAKE A BREAK: Scenery shatters and snaps with every bullet.



ARMOURED CORE: You'll need explosives to beat these guys.

SPLATTER HOUSE: Enemies explode into fountains of gore.

FLAME GRILLED: You get access to a flar

BIOSHOCK

A thinking man's shooter from a legendary developer. A shock to the system, definitely.

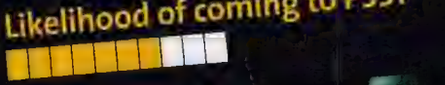
What is it?

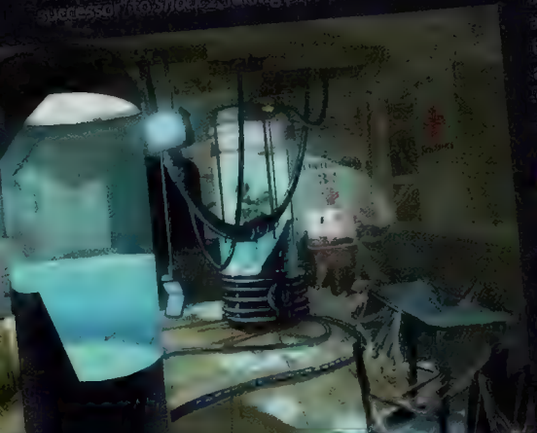
PC shooter *System Shock* – was one of the first to successfully combine RPG elements with traditional sci-fi FPS combat, and developer Irrational Games pioneered the kind of open-ended play that would go on to influence classics like *Deus Ex*. Well the good news is that they're back, this time with *BioShock*, a game they're calling the "spiritual successor" to *Shock*. Taking place in a dilapidated genetic laboratory abandoned in the 60s, your task is to find out what happened to the staff there and why the place has been overrun by monstrous biological entities. Like *System Shock*, the horror elements will be just as strong as the combat.

Why should I care?

The rare thing about this game is that it's completely non-linear. It's what beardy PC types are calling 'emergent' gameplay, ie you can perform actions the game engine never planned for, but it'll still be able to accommodate for your creativity. It sounds complicated but it really isn't – it just means that instead of following a set path, you can manipulate physics and other factors to play the game the way you want. You can also expect an eerie atmosphere similar to that of *The Thing* and RPG elements galore – including insanely in-depth character customization.

Likelihood of coming to PS3?





ART OF THE MATTER: This concept art gets the atmosphere across nicely.

GLOOM WITH A VIEW: The atmosphere is suitably creepy.

SUITS YOU SIR: These ominous 'divers' are sent to hunt you down. How are you going to get through that armour with nothing but a few guns?

BEAST IS WEST: Biological monsters aplenty.

MASK JEEVES: These men in suits are your enemy.

PREY

Definitely one to get down on your knees and pray to the Lord for. Or, er, just wait patiently for.

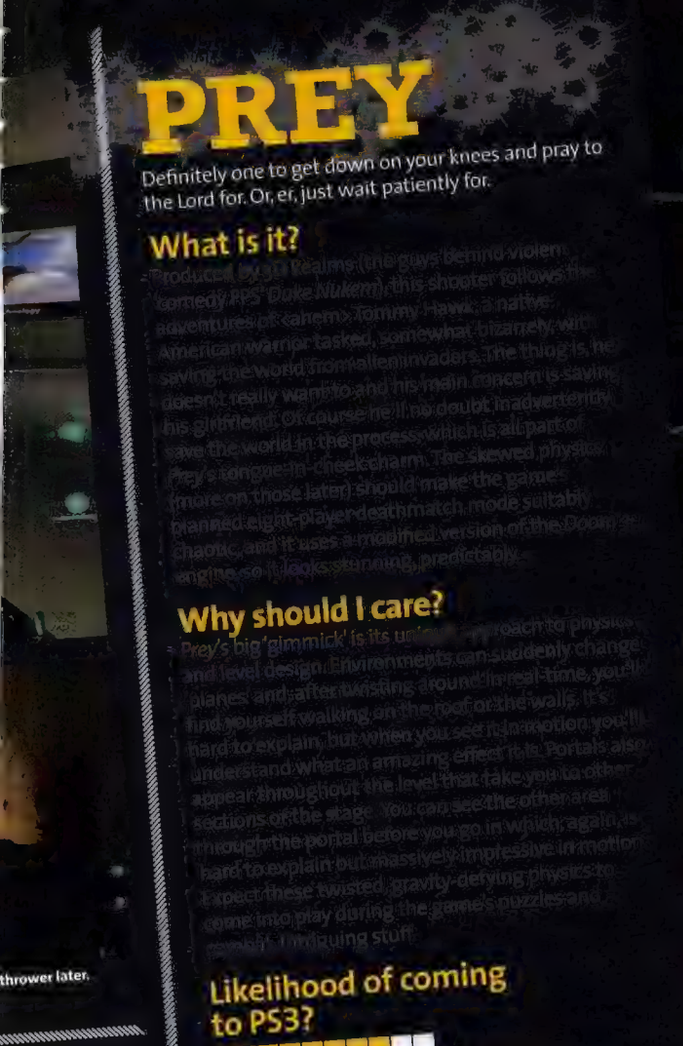
What is it?

Produced by 3D Realms (the guys behind violent comedy FPS Duke Nukem), this shooter follows the adventures of <ahem> Tommy Hawk, a native American warrior tasked, somewhat bizarrely, with saving the world from alien invaders. The thing is, he doesn't really want to, and his main concern is saving his girlfriend. Of course he'll no doubt inadvertently save the world in the process, which is all part of Prey's tongue-in-cheek charm. The skewed physics (more on those later) should make the game's planned eight-player deathmatch mode suitably chaotic, and it uses a modified version of the Doom 3 engine, so it looks stunning, predictably.

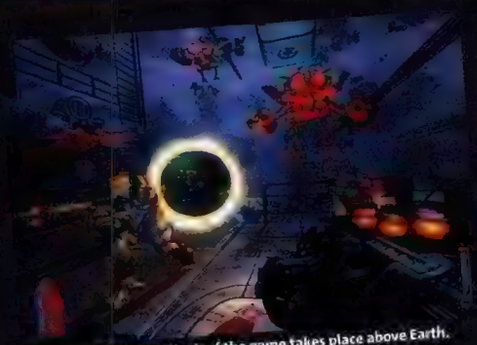
Why should I care?

Prey's big 'gimmick' is its unique approach to physics and level design. Environments can suddenly change planes and after bursting around in real-time, you'll find yourself walking on the roof or the walls. It's hard to explain, but when you see it in motion you'll understand what an amazing effect it is. Portals also appear throughout the level that take you to other sections of the stage. You can see the other area through the portal before you go in which, again, is hard to explain but massively impressive in motion. Expect these twisted, gravity-defying physics to come into play during the game's puzzles and, possibly, intriguing stuff.

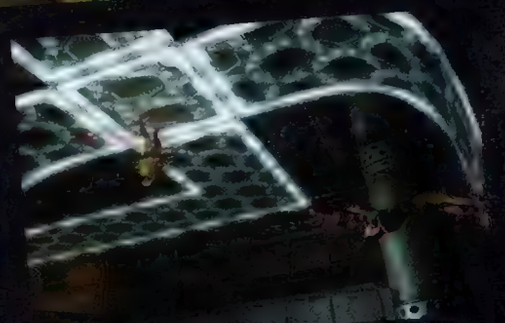
Likelihood of coming to PS3?



PORTAL OF CALL: Enemies leap between rifts in the level.



THE FINAL FRONTIER: Much of the game takes place above Earth.



TOPSY TURVY: You can walk on the ceiling and the walls. Bizarre.

CRYSIS

The most realistic game ever made? It certainly looks that way.

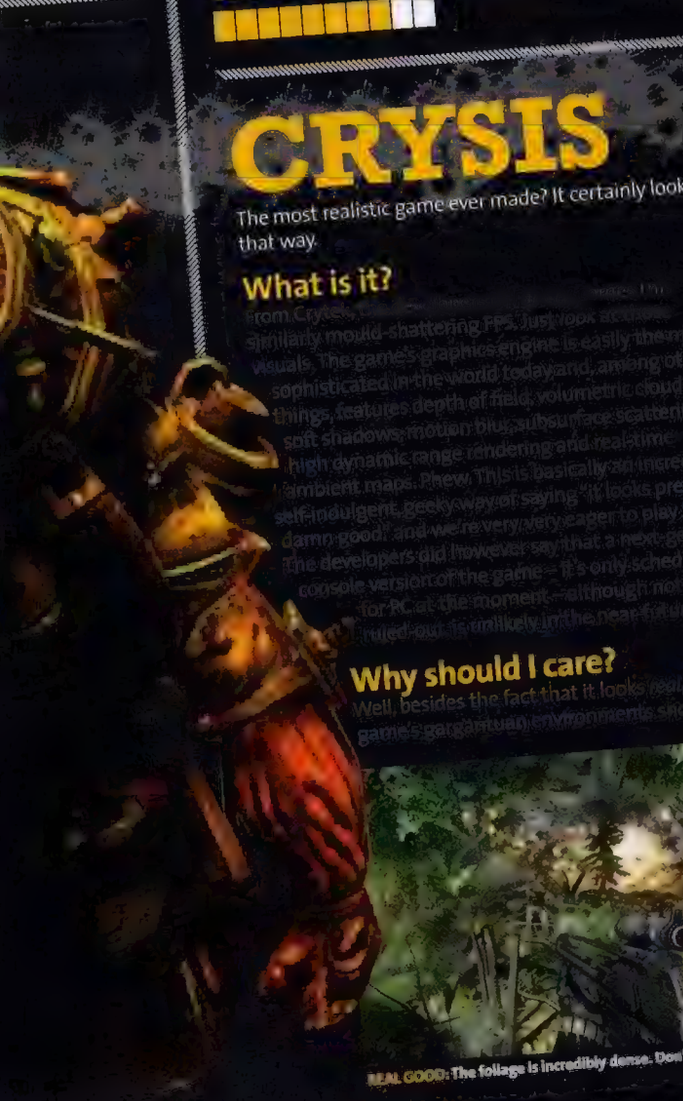
What is it?

From Crytek, the developers behind the similarly mould-shattering FPS, Just Cause, and its visuals. The game's graphics engine is easily the most sophisticated in the world today and, among other things, features depth of field, volumetric clouds, soft shadows, motion blur, subsurface scattering, high dynamic range rendering and real-time ambient maps. Phew. This is basically an incredibly self-indulgent, geeky way of saying "it looks pretty damn good", and we're very, very eager to play it. The developers did however say that a next-gen console version of the game – it's only scheduled for PC at the moment – although not ruled out, is unlikely in the near future.

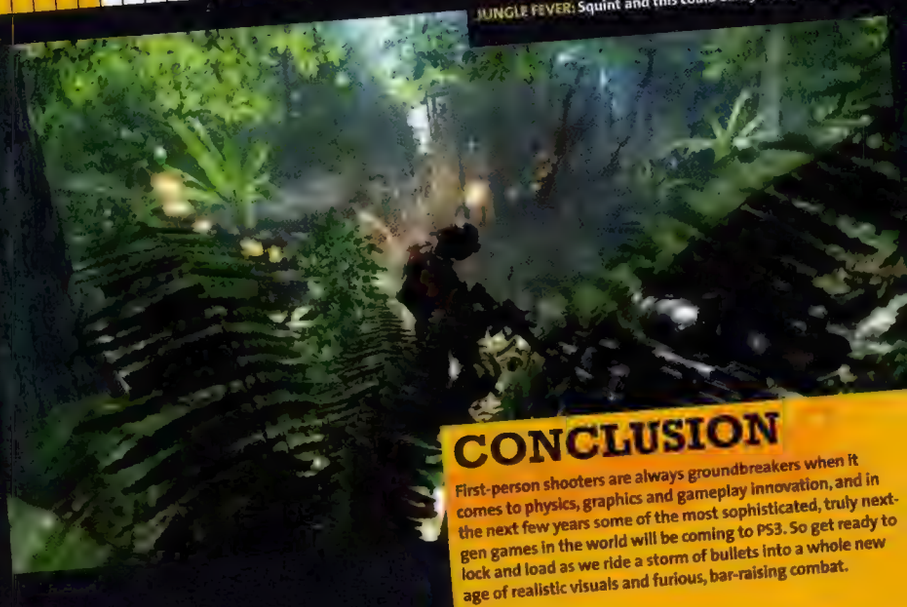
Why should I care?

Well, besides the fact that it looks real, the game's gargantuan environments should allow the developers to expand on the free-roaming approach to mission objectives they explored in the original FarCry. Instead of linear corridors you now have to traverse unpredictable jungles and treacherous mountain ranges to reach your goal. Monsters, weather, rugged terrain and hundreds of factors get in the way of your goal and you'll have to deal with it by exploiting the game's physics and, most importantly of all, shooting up a load of shit with machine guns. If this is what we can expect from the first wave of next-generation games, we can't even imagine how good they'll look once PS3 hits its stride.

Likelihood of coming to PS3?



FACE OFF: Yes, the faces *will* look this good in-game...



JUNGLE FEVER: Squint and this could easily be a photograph.

REAL GOOD: The foliage is incredibly dense. Don't get lost.

CONCLUSION

First-person shooters are always groundbreakers when it comes to physics, graphics and gameplay innovation, and in the next few years some of the most sophisticated, truly next-gen games in the world will be coming to PS3. So get ready to lock and load as we ride a storm of bullets into a whole new age of realistic visuals and furious, bar-raising combat.

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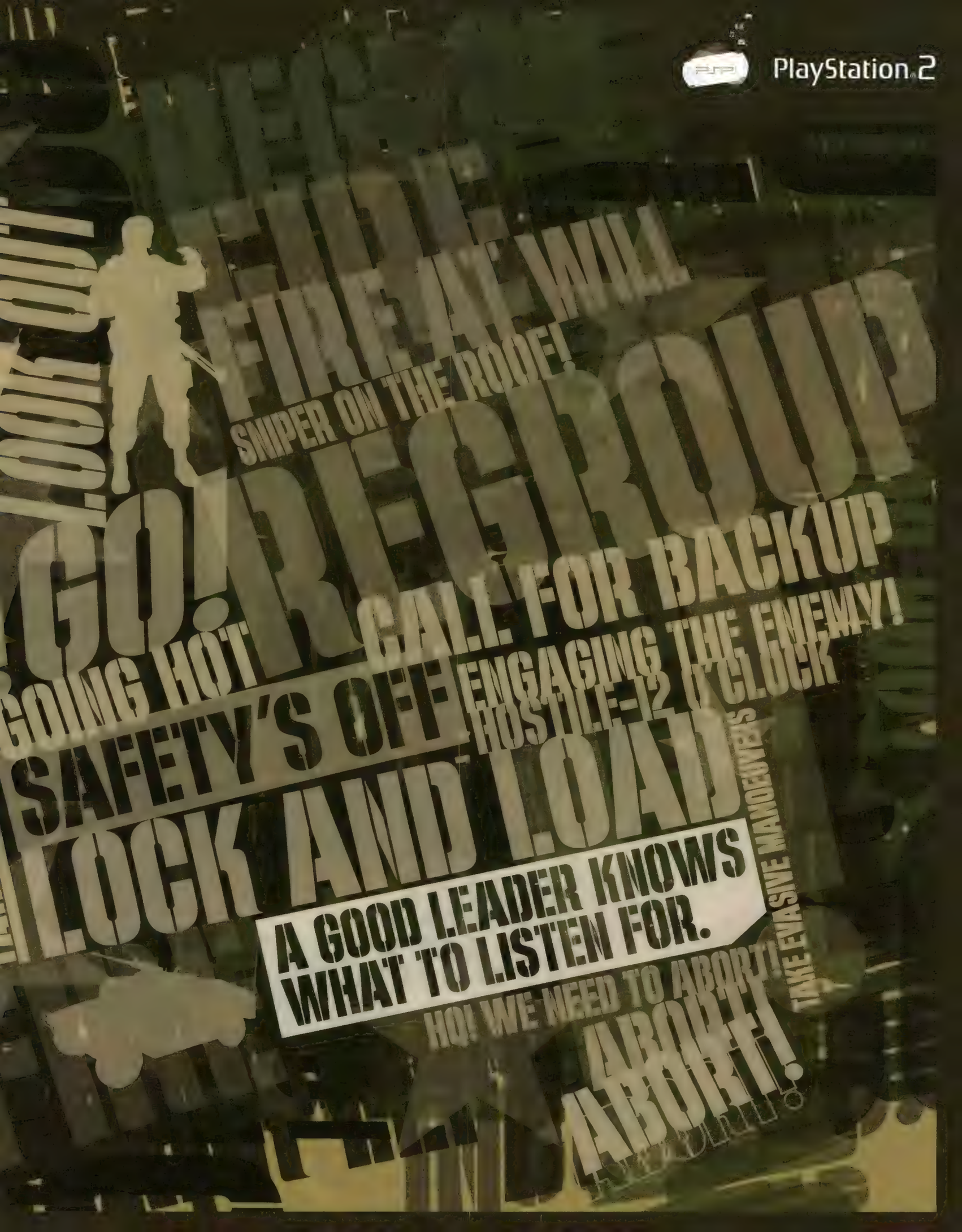

PlayStation 2
SNIPER ON THE ROOF!
GO! REGROUP
GOING HOT
CALL FOR BACKUP
SAFETY'S OFF
ENGAGING THE ENEMY!
HOSTILE-12 O'CLOCK
LOCK AND LOAD
A GOOD LEADER KNOWS
WHAT TO LISTEN FOR.
TAKE EVASIVE MANOEUVRES
HQ! WE NEED TO ABORT!
ABORT!
ABORT!

"ALARMING CARTOONS OF HOODIED BABIES APPEAR"
RHYTHMIC STAR PAGE 63

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

56 CHAMP MAN 2006
Well, the last PS2 version was rubbish. And so was the PSP one. Can this newie buck the trend and soar to the league title? [Clue: no]

62 RULE OF ROSE
Bondage, bullying, zeppelins and a gang of insane children – sounds like a winner. What could possibly go wrong? Well, quite a lot, in fact. Poop.

68 DIRGE OF CERBERUS
To be honest, putting the word 'dirge' in your title means you're not exactly off to a flying start. This *FFVII* spin-off is exactly that.

You want more?!
Of course you do. There's *State Of Emergency 2* (69), *Armored Core: Nine Breaker* (69) and a load of PSP stuff. Why not climb on board the reviews ferry?

WELCOME

Typical. Summer arrives, the flowers bloom and milkmen rattle their bottles to a jaunty dawn chorus, but suddenly every PS2 game involves hitting peeled babies with a stick. We've got the best series of horror games ever in *The Silent Hill Collection*, a pale shadow of a rival in *Rule Of Rose* and a selection of stuff – *State Of Emergency 2*, *Rhythmic Star*, *Armored Core* – that could only be described as horrors.

But the main event – albeit on import – is the much-anticipated *Final Fantasy XII*. Andy spent much of this month feverishly flicking through a copy of Japanese For Dummies while losing -43 HP to angry dragons, but that didn't seem to stop him going 'oooh' and 'aaah' every five minutes. If you all buy *Rogue Galaxy*, *Kingdom Hearts 2* and *Dragon Quest*, that ought to keep you going until at least PS3's launch date and well beyond. Possibly until PS4 comes out. *Possibly*.

Fortunately, the sun is shining on PSP, Lara Croft goes portable and *Syphon Filter* redeems itself after its last low-grade PS2 outing. In fact, it's so good as to be one of those rare beasts – a near-essential game to own. Blimey. Don't worry, though, *Street Riders* – formerly known as *187 Ride Or Die* – is here to bolster the numbers of pointless PS2-to-PSP conversions. Summer release schedules, eh? Typical.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

44

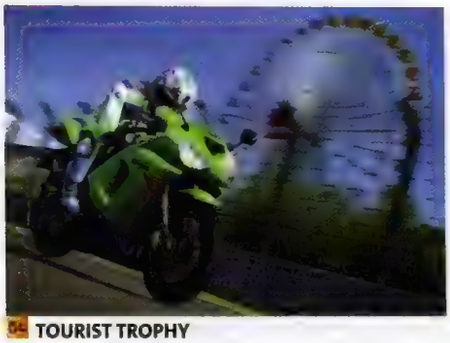
FINAL FANTASY XII

It's here – and it's every bit as good as you'd hoped.

WS

64 THE SILENT HILL COLLECTION

All PS2's best horror games in one box? Yes, please. Prepare to creep yourself out.



04 TOURIST TROPHY

05 SHADOW HEARTS: FROM THE NEW WORLD

"YOUR SCORING CHANCES ARE REDUCED TO ABOUT THE SAME LEVEL AS JONATHAN STEAD'S"

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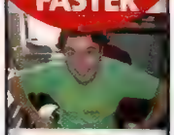
06 URBAN CHAOS

07 ROGUE TROOPER



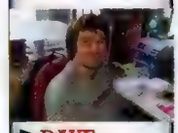
DANIEL GRIFFITHS
Dan's been learning about the meaning of names and we've all learnt a lot. It seems 'Daniel' means 'God is my judge'. And it definitely feels like he's paying for sins from a former life.

DANIEL DAWKINS
Interesting fact: Dan isn't actually short for Daniel at all. Oh, no, it's not. Do want to know what Dan's really short for? Because he's only got little legs. A ha ha ha. Boom, boom.

NATHAN IRVINE
Nathan means 'giver' in Hebrew. There's an obvious joke we could make here, but we won't. No, Nate loves to give. What he gives mostly is offence, but that's better than nothing, right?

ANDREW KELLY
Andrew is originally a Greek name that meant 'man', while Kelly means 'strife'. So, in a 'fact stranger than fiction' scenario, Andy's all about 'man strife'. Read into this what you will.

DAVID COOK
Dave's name mean 'beloved cook', but just one of look at his 'Ginster's pasty drizzled in Noodles', will have you reaching for a Rustlers. Hence his nickname – 'crap chef'.



DAVE HARRISON
Dave's surname is no riddle, but his middle name 'The Mistake', was given to him by his mum and dad before they left him outside Monkey World in Dorset :(

PS2 REVIEWS THIS ISSUE

GHOST RECON: ADVANCED WARFIGHTER

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THE TRUTH

Every Game Ever Reviewed pg92

SanDisk PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS

Developer: Square Enix
Publisher: Square Enix
Players: 1
Memory Saves: 342kb
Surround Sound: No
50-60Hz: Yes
Widescreen: No

QUESTION...

Out of Kingdom Hearts, Rogue Galaxy, Dragon Quest and Final Fantasy, which is best?

GAMEFAX

"THE BEST FINAL FANTASY SINCE IX WAS RELEASED, AND THAT WAS YEARS AGO"

BOSS INFORMATION
ミミッククィーンは
サンダーを唱えた！
BATTERY 87 %
The MON£¥ $HOT
The bosses are amazing both in terms of scale and design. This one in particular is pretty gorgeous; it's made up of glistening stained glass.
ACTION
たたかう ヴァン HP 203 280 MP 41
たたかう バルフレア HP 271 271 MP 35
たたかう フラン HP 253 253 MP 37
たたかう バッシュ HP 294 294 MP 33

PSM2 GOLD AWARD

"FANTASY STAR"

FINAL FANTASY XII

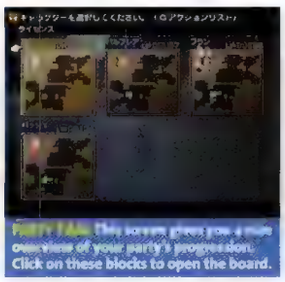
The twelfth of the series certainly lives up to our fantasies, and more besides. Yep, that's *another* great RPG you're going to have to buy.

Hearing the opening bars of *that* theme tune is a special moment for a *Final Fantasy* fan. Composer Nobuo Uematsu's tinkling melody is a timeless series tradition and whenever it plays we get all sentimental about the great, geeky times we've had, playing arguably the greatest RPG franchise ever. The version that opens *Final Fantasy XII*, however, is unlike anything you'll have heard in previous games – it's now an overblown orchestral epic of Hollywood proportions, which reflects the game as a whole; compared to this, *Final Fantasy X* looks like a student film.

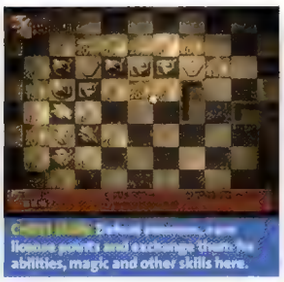
But of course there's more to *Final Fantasy XII* than that. The biggest change (and it really is a *big* change) is the combat system, which has become almost semi real-time. The old routine of lining up and taking turns to attack the enemy has been ditched and you're now able to move freely with the analogue stick. This time, however, you're more of a 'guide' for the AI. You can program 'gambits' to outline how your characters should behave – focusing on healing for example – and they'll act accordingly. Of course, you can direct specific party members whenever you like, but they can handle themselves and you find yourself orchestrating battles rather than taking a direct role in them. On paper this sounds as crap as you like, but it works well. OK, so we miss the old-fashioned turn-based stuff, but that's living in the past. This is the series' biggest leap yet and it's all the better for it.

LICENSE TO KILL

Here's the new License Board. It's the *FFXII* equivalent of *FFVII*'s materia system or *FFVIII*'s junctioning. It's confusing.



PARTY TAB: The screen gives you a map overview of your party's progression. Click on these blocks to open the board.



CHEST BOARD: Collect treasure and license points and exchange them for abilities, magic and other skills here.

WEAPON OR SHIELD: You need licenses to equip certain kinds of weapons and armour. Are you getting all this? Good.

Import Reviews

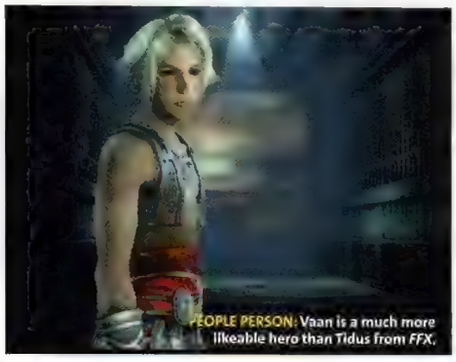
PLAYED TO DESTRUCTION BY PS2 EXPERTS

MODERN ART: Compared to the last game's sun-bleached coastlines, *FFXII* is a much more realistic, subdued affair.

IT'S GOT CHARACTER

And as is *FF* tradition, a new sequel means a new and interesting character development system, this time in the form of the confusing license board. Sharing a lot in common with *FFX*'s sphere grid, you use accumulated experience points (or 'license points' as they're known) to move across a vast chess board, unlocking skills, spells and the ability to equip certain items as you go. Your route through this complex maze of modifiers, abilities, magic and stat-boosters is important – the direction you head affects the direction your character takes in combat, be they a prolific magic user or a skilled swordsman. The potential for customization is huge, although getting to grips with it may take a while, especially if you've imported and you're playing in Japanese.

It's hard too. Like, really hard. Even simple non-boss enemies can kill a party member, which means purchasing more precious phoenix downs. Of course, the best solution is to run around levelling up for a while, or 'grinding' as it's known among *FF* fans, but still, it can be annoying. And dozens of familiar enemies make a return – including the suicidal Bombs and the creepy Cactuars. In fact, the game is *full* of fan service and nods to previous games, which we have a shameful weakness for. For instance, one of the secret bosses is Gilgamesh who we last fought against in *Final Fantasy V* aeons ago. And not only have they remixed his original NES theme song, but his famous blades – including Cloud's buster sword (*FFVII*), Squall's gunblade (*FFVIII*) and Tidus' water sword (*FFX*) – are all lifted from previous games. Sorry about that. We're spods, we know. But you get the idea – this is a game aimed directly at fans. As such, then, it may prove a little impenetrable for anyone else. If you're looking for an RPG starting point you're probably better off playing *Dragon Quest* first.



PEOPLE PERSON: Vaan is a much more likeable hero than Tidus from *FFX*.

SIX OF THE BEST

There are a total of six playable characters in *Final Fantasy XII*. They're a likeable bunch and no character stands out as particularly annoying – which is rare for an *FF* game, let's be honest; there are no Wakkas or Yuffies here. They're all fighting for different reasons, but ultimately come together for a single purpose – to destroy the Archadian empire and free the people of Dalmasca from dictatorship.

Balthier, [illegible] friends with Fran and helps Vaan early on in the game.

Penelo, Vaan's [illegible] important character and a skilled fighter.

Fran, [illegible] bewga. She's an expert with any weapon.

Ashe, Princess Ashe [illegible] against the Archadian invaders. She's hot.

Basch, loyal to the end. Basch's goal in life is to restore Dalmasca to its former glory.

Vaan, [illegible] fighter, Vaan is the game's hero.

"THE ARCHITECTURE MAKES YOU FEEL PART OF A WORLD THAT'S RICH WITH HISTORY"

LAW AND ORDER: The design of the judge's armour is incredibly intimidating. Would you mess with him?

AROUND THE WORLD

The game is set in the world of Ivalice, which some of you may remember as being the setting for *Final Fantasy Tactics*. It's a dry, dusty world of deserts and mountains, but there are numerous large cities scattered around as well, with thousands of airships swarming around their highest points. The design is second-to-none and the architecture makes you feel part of a world rich with history, as opposed to one cobbled together by a bunch of cheap-suited men in a Tokyo skyscraper somewhere. The characters are similarly well-designed, although the radical

WORLD OF WONDER

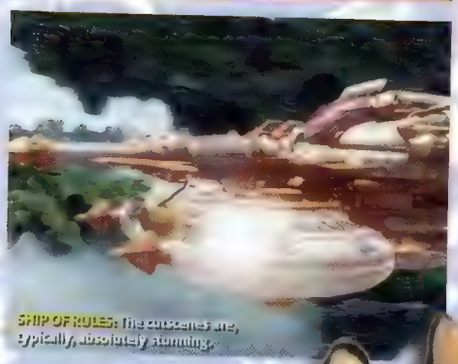
Ivalice may lack the colour and variation of *Kingdom Hearts II* and the lush greenery of *Dragon Quest*, but it's still an absolutely beautiful place to be.

Upon [illegible] you'll look around and [illegible] through [illegible] and you realise you're in a metropolis suspended high in the sky. Airships play a huge role in the game – as they do in every *Final Fantasy* sequel – and just over halfway in you'll be able to explore the map freely in one go.

GRIND UP: It pays to roam the wilderness and level your characters up. Makes things easier.

SUMMON TO WATCH OVER YOU

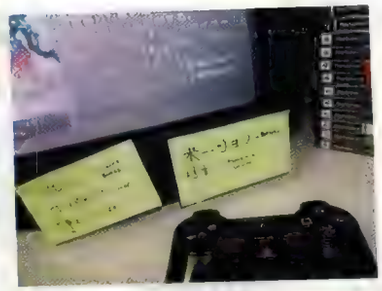
This being a *Final Fantasy* game, you never have to fight alone. An entirely new batch of summons have been created for *FFXII*, but a few famous faces return, including Ifrit and Bahamut. New additions include Adrammelech, a dragon-like beast who explodes with power and devastates the enemy, and Velius, a huge beast who spikes the ground with a lance and causes an earthquake. As ever their entrances are visually epic with some of the most amazing graphics we've ever seen. To unlock these summons you first have to beat them in battle. Once you've proved yourself worthy you can call them up during any fight in exchange for precious MP. And there are secret summons to find too.



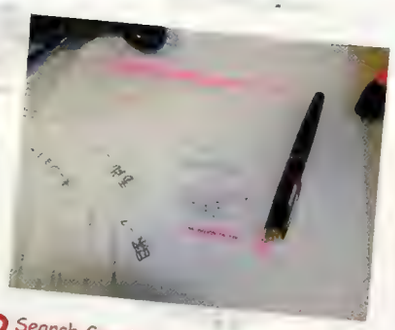
SHIP OF RULES: The cutscenes are, typically, absolutely stunning.

HOW DO YOU PLAY A FINAL FANTASY GAME IN 日本語*?

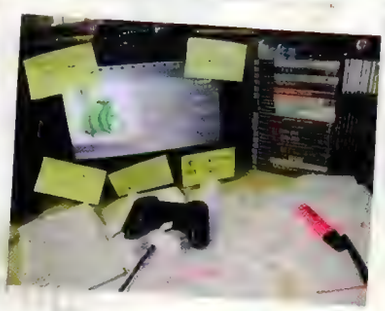
OK, so you may be wondering how we managed to review a text-heavy, plot-based game with loads of confusing menus in Japanese. Basically, all you need is the internet, patience and a rainforest-worth of Post-It notes. The ability to learn languages quicker than a sponge absorbs water would help as well. Below is our three-step guide to tackling *FFXII*'s vast, wordy plot. It's possible... but you're not getting the most from the game.



1 Stick a few Post-It notes around your telly with translations of stuff you'll need in a hurry – potions, phoenix downs, etc.



2 Search Google for a translation by a friendly Japanese player. Read along as you watch the cut-scenes. Easy! Not...



3 Get lost in a confusing mess of scribbled notes and inaccurate online guides. Fail once again to learn basic Japanese. Weep.

*Japanese

"BETTER THAN FFX? YES, BY QUITE A WIDE MARGIN, IN FACT"

departure from previous *FF* games may put some hardcore pedants off. Oh, and the reason why they're all wearing skimpy clothing is because Dalmasca, their homeland, has a hot desert climate. Well, that's *probably* it. Very practical. Anyway, everything makes sense and serves a purpose, which is definitely a testament to the peerless work of Square Enix's designers.

Again, following *Final Fantasy* tradition, the story is brilliantly engaging. It focuses on two nations – Archadia and Dalmasca – the latter of which has surrendered after a vicious war against the other. You play as Vaan, an orphan whose once peaceful hometown of Rabanastre is now under martial law and the constant watch of the judges, evil arbiters of justice in Ivalice. Except, of course, being evil means they're not really 'just' at all. They bully shop owners and harass civillians. But there's an underground resistance of loyal Dalmascian soldiers and, as you'd expect, you end up helping their cause. That's the basic outline but there are twists, turns and backstories for all of the characters. Vaan is likeable and the situation between to the countries is very well-realized. It's quite a yarn.

So, is it better than *Final Fantasy X* then? Well, yes. By quite a large margin, in fact. We would go so far as to say that it's the best *FF* game since *IX* was released six years ago. Mind you, it probably won't change the way you think about videogames or anything – it's just brilliant for what it is and that's a *Final Fantasy* game through and through and it retains the traditional values that we, and millions of other fans, hold dear. Choosing between the current crop of RPGs is damn-near impossible because they're all so fantastic, so we'll just say that you should save up and buy them all. *FFXII* is a gargantuan, gorgeous game with a gripping plot, likeable characters and an interesting new combat system that injects some much-needed life into the series. Wonderful. **Andy Kelly**

■ *Import FFXII now, or wait for the UK release on May 27th.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The brave new combat system is a triumph. – Some dungeons kind of drag on a bit.	+ We defy you to find a better looking game. – Some bland textures here and there.	+ Infectious music and classic *FF* sound effects. – Some of the voices are a little irritating.

LIFESPAN

As you'd expect, it's huge. The main story alone lasts about 70 hours, then there are the numerous sidequests...

MINUTES ——— YEARS

IT'S BETTER THAN...
FINAL FANTASY X

IT'S WORSE THAN...
KINGDOM HEARTS II

This *should* score more, but we're waiting for the UK version before we go mental. Great already, but in English this'll be the best *Final Fantasy* in years.

90

INFOSTRIP

DETAILS
Developer: EA Vancouver
Publisher: EA
Players: 1-4
Memory Save: 557 KB
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

QUESTION...
Brazil have won the most World Cups, but how many times exactly have they lifted the trophy?

PUBTALK
The smart arse thing to say down the boozer.
"Pele made his World Cup debut at 17 and went on to win three of them. He also scored 77 goals in 92 international appearances for Brazil."

GAMEFAX
Sport | Sequel | Network Play | Multi-player

TRIVBURST
- Play as one of 127 national teams and lead them to World Cup glory.
- All the players and all 12 official stadia.
- Up to eight people at once in multi-player mode.

The MON£¥ $HOT
Well it's got to be England winning the World Cup, hasn't it? Unless you're not English. However, you can qualify with any one of 127 teams, so even Fijians can live the dream.

PSM2 SILVER AWARD

GLOBAL CHALLENGE!

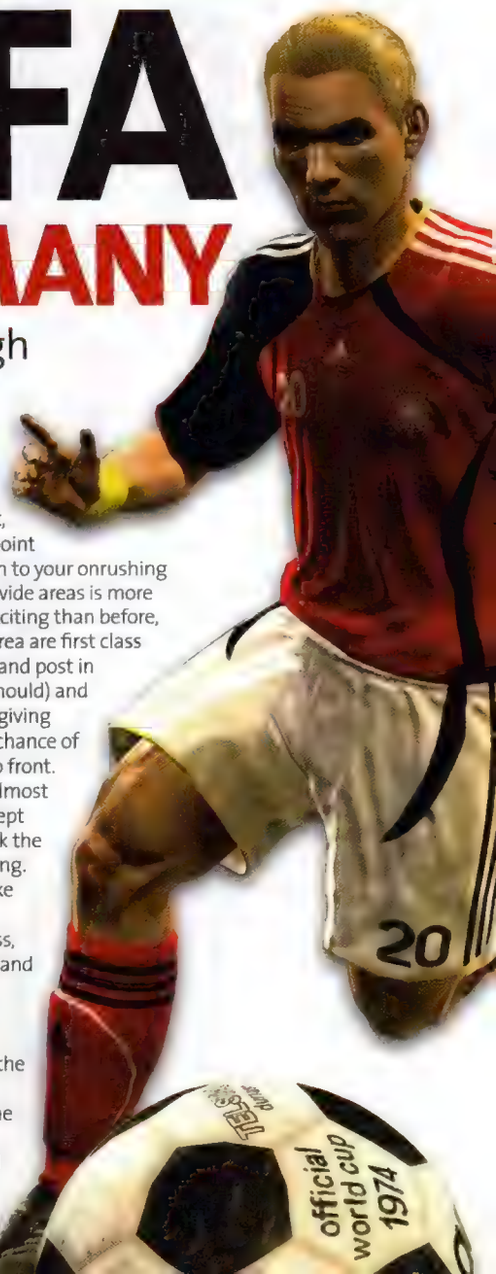
FIFA pads out the game modes with a new 'Global Challenge.' This recreates classic World Cup scenarios that you have to turn around. You'll get to put right what once went wrong with England against Germany in the 1990 semi-finals, and you have to try to avoid penalties. And you'll get to help Northern Ireland hang on to a 1-0 lead against Spain in 1982. The only thing is, they don't use the classic players, so instead of having Sammy McIlroy and Normal Whiteside, for instance, you'll have David Healy and Damian Johnson. Boo.

EL CLASSICO: Global Challenge packs in plenty of scenarios to extend the game, but without the old players it's a bit pointless.

"FOOTBALL'S COMING HOME! OR IS IT?"

2006 FIFA WORLD CUP GERMANY

It's the best *FIFA* game yet – but does it do enough to nick the crown from *Pro Evolution Soccer*?



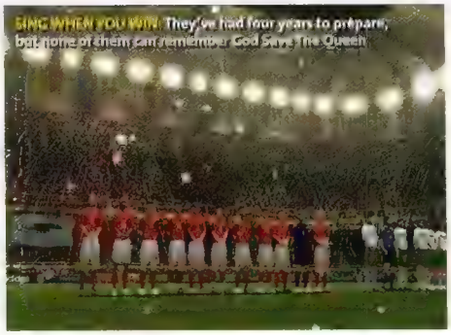
Did you know that the tallest Christian church is in the Ivory Coast? Probably not – but the shock isn't that EA's fully licenced, richly atmospheric, official rendition of the World Cup features snippets of bizarre national trivia on the loading screens, but that it's a good game. *PES5* needn't worry just yet, but by selflessly imitating their closest rival, EA are competing on the same turf.

Sure, a lot of the enjoyment of *FIFA* does come down to a sense of occasion – this one's about the World Cup, after all – and the fact that we won't have to spend hours in *PES* recreating kits, scheduling fixtures and adding Togo and Trinidad into the game. No, this is no mutton shank in sheep's clothing. All over the pitch, *FIFA* has raised its game making it EA's most fluid effort yet. Shots finally feel like they carry some weight and momentum, your team AI is excellent and make the runs you want, when you want them, and the goalkeepers' throw-outs are the best ever committed to binary – although that's hardly a deal-breaker. But the key is, can it pull it all together to create a team capable of nicking the Premiership title from the mighty *PES5*? Well, no. But it's a decent effort.

See, for all it's many improvements, this latest, greatest *FIFA* is a bit like a Golf GTI. It's well built, good fun and a nice looking, sporty little number. But you'd rather be feeling the leather of *Pro Evo 5*'s sleek, expertly perfected Porsche.

In accordance with FA directives, we'll give the attackers the benefit of the doubt first. The through ball is excellent, letting you thread pin-point accurate passes through to your onrushing strikers. Crossing from wide areas is more dangerous and more exciting than before, the ball physics in the area are first class (ricocheting off players and post in exactly the way a ball should) and long balls are accurate, giving your front men a good chance of making the ball stick up front. Player animations are almost universally spot on, except when they bizarrely look the wrong way when running. And they mostly look like actual footballers. Presentation is first class, of course – Townshend and Tylsdley don't prove as irritating as you'd think they would on paper – while everything from the Google Earth inspired stadium zoom-ins at the start of the match to player celebrations and in-game score-

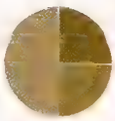
STAR MAN: Work the ball to the star players to win. It's like fair cheating.



SING WHEN YOU WIN: They've had four years to prepare, but none of them can remember God Save The Queen

TOP 5 WORLD CUP SCORERS

- Just Fontaine, France (13)
- Sandor Kocsis, Hungary (11)
- Gerd Muller, Germany (10)
- Eusebia, Portugal (9)
- Gregorz Lato, Poland (9)



GAMEPIE

50% Trying to tackle.
25% Playing through balls.
25% Scoring.

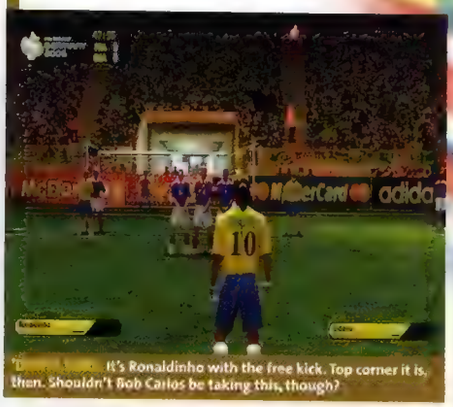
ANSWER

Brazil have won it five times, in 1958, 1962, 1970, 1994 and 2002 and have been runner-up twice.

ENGERLAND: Look at the togetherness! Look at the celebrations! Look at al Ashley C and Wayne's utterly bothered faces. Weird.

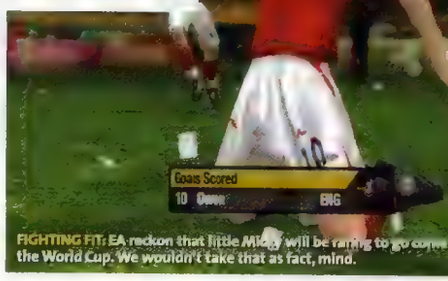
RISING STARS

You can't help but notice that some players have a big gold floating star above their heads. It means they're very special indeed. EA have taken note of the best players in the world – and Barry Ferguson – and tweaked their attributes to reflect their real life skills. It means Frank Lampard can hit zingers from long range, Ronaldinho can pull off his famous flip-flop move and Van Nistelrooy is simply awesome in the box. Perhaps someone should tell Alex Ferguson about that? It's a good touch and you'll always get increased success by playing to your star players' strengths, although since most footy fans will recognise that, say, Thierry Henry is one of the best players in the world, the star itself proves slightly unnecessary.



It's Ronaldinho with the free kick. Top corner it is, then. Shouldn't Bob Carlos be taking this, though?

BEAT THAT CROSS: One of the best improvements is the superb crossing mechanic.



FIGHTING FIT: EA reckon that little Mikey will be raring to go come the World Cup. We wouldn't take that as fact, mind.

updates all help to create a real sense of occasion. When you lift that World Cup, well, it's pretty damn cool.

EASY! EASY!

Unfortunately, you'll lift it pretty quickly. We won with England on the default setting on our first go, sticking away goals with ease. It's a breeze for any veteran of football games and you'll have to play on at least Pro difficulty to get a proper challenge. The deadly accuracy of through balls lets you cut almost any defence apart at will, and the top difficulty settings don't improve opponent AI – they improve the skill of the goalkeepers. So that through ball will continue to give you plenty of one-on-ones, it's just your chances of scoring are reduced to, well, about the same as Jonathan Stead's.

This isn't the only problem. The trick stick seems overly twitchy, as do some of your opponent AI's movements. Yes, they'll play to the score line, slowing down play if they need to waste time, but in a fairly obvious 'computer' way, like running around in a circle. Not clever. Short passing is wayward in the final third and cumbersome outside it and you never seem able to truly play free-flowing, kinetic Arsenal-style football. The tackling balance also needs work – the slide tackle being so dangerous to use it's not worth it and the conservative tackle being about as successful as an elephant trying out origami, especially on the higher difficult settings.

So while Seabass won't exactly be quaking in his virtu-boots yet, he'll certainly be looking over his shoulder to see how high *FIFA* has raised the bar. Despite loads of ace touches, though, it just doesn't perform consistently. There's always that distance between you and the action, a bridge that *Pro Evo* always manages to cross and *FIFA* still hasn't yet, though it's getting closer each time. It's not a brilliant football game, but it is a good World Cup game. Rent it, play it with your mates and cheer your inevitable World Cup triumph. And then get back to Master League. **Pete Webber**

■ FIFA World Cup Germany *is out now.*

"YOU NEVER SEEM TRULY ABLE TO PLAY FREE-FLOWING ARSENAL-STYLE FOOTBALL"

LIVE THE DREAM: Remember Cameroonians – you may not have qualified, but *FIFA* lets you pretend.

PULL THE TRIGGER: Adriano lines one up against the French – the world crosses its fingers.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Superb goals and sweet through balls. – Doesn't match the fluidity of *PES*.	+ Great player animations throughout. – The crowds are absolutely rubbish. Fact.	+ Clive Tyldsley doesn't mention *that* night in Barcelona once. – EA Trax. Bleurgh.

LIFESPAN

World Cup license brings its inevitable limitations – fewer teams, less competitions and less depth. Limited, all in all.

MINUTES — YEARS

IT'S BETTER THAN...
FIFA 2006

IT'S WORSE THAN...
PRO EVO 5

The best *FIFA* we've played and well worth a rental to fill the gaps between matches come June. It still hasn't stepped out *Pro Evo*'s shadow, though.

80

The MON£Y $HOT
You can't fault the locations and scenery in the game. Look how far into the distance it stretches. Doesn't it make you feel warm inside? Oh.

PSM2 BRONZE AWARD

BEHIND YOU: No seriously, you really should look behind you.

SNAP HAPPY: There are some pretty weird special moves in battle for each character. Snap

"A NEW WORLD OF MADNESS"

SHADOW HEARTS FROM THE NEW WORLD

Depression-era America has never been so much fun.

Shadow Hearts has never quite hit the dizzy heights like *Final Fantasy* and *Dragon Quest*, yet it's in no way obscure, unusual or poorly executed. This is a series that been consistently great in story, solid in gameplay and generous in content, literally worth every penny. It's the Chomp bar of RPGs.

Shadow Hearts also never tries to impersonate other RPGs. The series takes place in our world – not a fantasy place or some sci-fi futuristic setting, but good old Earth. The last two games were set around the early part of the First World War in Europe and this third game is set in depression-era America, spanning the entire continent from North to South. It sports as crazy a cast of characters as ever, from 16-year-old main character Johnny – a private detective investigating his dad's death – to a drunken cat and a schizophrenic whose personality changes depending on how many calories she's eaten. All have their own attacks, battle systems and side quests, which are as compulsive as previous games.

The Judgement Ring, staple of the series and heart of the battle system, works brilliantly as ever, involving tapping ⊗ at the moment the timer tells you to. You'll need good reactions and imaginative combos to beat the varied and relentless enemies who come at you, although the number of random encounters suddenly goes through the roof in the middle third of the game.

HUMOUR FAILURE

The humour of the game isn't quite as spot on as before, though. With a new, more naïve, hero, and with less sardonic wit and less sophisticated themes all round, there isn't the same edgy feel to the story. Still, the gameplay and battling are as rock solid as ever, with very little changed since the last game besides a nice stocking and combo system reminiscent of that from *XenoSaga 2*. There's nothing to particularly recommend *Shadow Hearts 3* over the rest of the great RPGs like *Dragon Quest*, *Rogue Galaxy* and *Final Fantasy XII* but neither should it be discounted as an also ran. If you want an RPG that dares to be different this is the Chomp. Or something. **Kirsten Kearney**

■ From The New World *can be imported now.*

THE BIG APPLE: New York, New York. So good they named it twice, except they didn't really.

COMBO SUPREMO

From The New World features a fresh take on the solid combat system that's been the lifeblood of the *Shadow Hearts* series. Your characters can build up stock from taking and doling out damage and then use it to build combo moves, join up their moves with their party members to take out common enemies without them ever getting a hit, and to make a massive dent in the HP of bosses. It's intuitive to use but a myriad of possibilities are contained within its simple structure.

RING OF FIRE: Just jab the buttons when the Judgement Ring tells you to. It's trickier than it sounds, though.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ As brilliant a battle system as ever. – Not much has changed since the last game.	+ Very colourful and diverse scenery. – Muddy and dull battle backgrounds.	+ Very diverse music and tunes throughout. – Some of the voice acting is incredibly shonky.

LIFESPAN

Pretty big, though you might be tempted to throw the contents of your airing cupboard in after one random battle too many.

MINUTES — YEARS

IT'S BETTER THAN...
SHADOW HEARTS

IT'S WORSE THAN...
SH: COVENANT

From The New World will have to fight for attention in a time when we're spoiled with quality RPGs, but that doesn't detract from how fun it is. Good stuff.

79

It's war!

NEW LOOK!

DVD review On sale 27 April

INFOSTRIP

DETAILS
Developer: Rocksteady
Publisher: Eidos
Players: 1-8 online
Memory Save: 80kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

QUESTION...
Wasn't there another cop game called *Urban Chaos* ages ago?

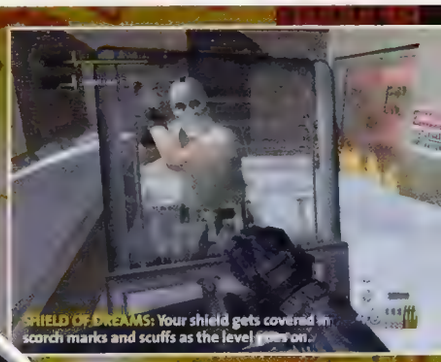
PUBTALK
The smart arse thing to say down the boozer.
"The Taser was invented in 1969 by Jack Cover. The name is an acronym for 'Thomas A. Swift's Electric Rifle.' Tom Swift was a fictional inventor."

GAMEFAX
Action
Violent
Hard
Network play

TRIVBURST
- Originally this was called *Zero Tolerance* and before that, *Roll Call*.
- The woman hired to play the cut-scene TV reporter is a real newscaster who'd quit to become an actress.

The MONEY SHOT
Great ragdoll physics and geyser-like fountains of brain juice, combined with a slow-mo kill-cam make for top death scenes. Eat lead, crim.

PSM2 SILVER AWARD


SHIELD OF DREAMS: Your shield gets covered in scorch marks and scuffs as the level goes on.

LAW AND ORDER: You can't arrest these criminals, but you can shoot them to pieces with a shotgun.

GAS LEAK: Yes, there are exploding barrels. And yes, enemies stand next to them, stupidly.

"CREATING LAW AND ORDER FROM URBAN CHAOS"

URBAN CHAOS

Yes, it's another urban shoot-'em-up. Wait, come back – this one's actually very good. Commence the FPS bloodshed!

Nothing says 'the law' like a shotgun to the face. Public disorder? Machine gun 'em in the stomach. Aggravated assault? How about a couple of 9mm hollow points to the spine? Listening to your iPod too loudly on the bus? We're thinking 'kneecapping'. OK, the last one might *sound* extreme to you, but after only a few minutes playing *Urban Chaos*, you'll soon come around. This shooter doesn't glorify violence; it throws a street party in its honour, with bloodshed, brutality and remorseless slaughter on the guest list for good measure. And you're the *good* guy.

The reason for all this carnage is a hockey mask-wearing, fire-crazy gang called The Burners. They've overrun New York, turning the city into a war zone, which is where special police unit T-Zero come in. With access to all kinds of hardware and a near-psychopathic regard for human life, T-Zero have been set up to tackle the gang problem and you, as Nick Mason, are poster boy for the whole operation. The resulting action unfolds in a spectacular orgy of claret-soaked, comedy violence. Forget *Black*'s po-faced seriousness, this is a theme park ride of a shooter. It's fun, crude, knowing and, basically, taking the piss. When your first headshot pops a skull, complete with 'spulch' sound effect and fountains of felt tip-red coloured gunk, you know it's all going to be a bit of a laugh.

CHAIN GANG: Gun emplacements with unlimited ammo? Yup, we're just keepin' the peace...

I PREDICT A RIOT

But it's not just the brilliantly schlocky action that makes this such a winner – there are several neat twists to the usual shooter set up. The most obvious being the riot shield. A quick tap of L1 raises this hunk of bullet-proof Plexiglass in front of your face, providing portable cover for the cop on the go. It doesn't make you invincible, though – for

SOMEBODY SAVE ME!

One of the repeating sub-missions is the Hostage Situation. The method is always the same – hide behind your shield [illegible] Burner reloads. When that happens you get a few precious seconds of slow-mo to crack off a shot without harming the captive. While it's always the same, the fun part comes from what happens to the bad guy when you shoot him. Various messy fates await, like [illegible] helicopter blades, under trains or into power relays, often, leaving a nothing but a severed arm lying limply on the ground. Juicy.

Hide behind your shield and then pop off a shot just as he reloads. Or just shoot the hostage and forget it.

TOP 5 COPS

- Life On Mars' DI Sam Tyler
- Top Cat's Officer Dibble
- The Bill's Tosh Lines
- Balamory's PC Plum
- William Shatner as TJ Hooker. Oh yeah

GAMEPIE

- 65% Shooting baddies.
- 20% Electrocuting crims.
- 10% Telling firemen to smash down doors.
- 5% Shooting medics with no medikits.

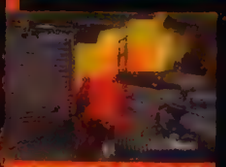
ANSWER

Yes, on PSone. It was rubbish, but Eidos have mystifyingly decided to reuse the name. Ho hum.

CHOOSE YOUR WEAPON

There are loads of ways to hurt people in *Urban Chaos*. From machine guns to nail bombs, hatchets to stun guns – each one of the 16 or so weapons is a winner. These are our favourite death-dealers.

ASSAULT SHOTGUN: This thing fires 12 gauge cartridges like a machine gun and can cut a room to shreds in seconds.



POWER SAW: Not exactly police issue but perfect for – ahem – cutting the opposition down to size. [Get me the joke police.]

AXE WOUND: Some enemies use melée weapons. The solution? Guns. Guns in their faces. Blam!

one thing it only ... and ... gang members ... changes the ... things get heavy you ... able to drop behind the shield ... when it's ... Another inte... way you're ... emergency ... to help the ... missi... ... to ... and save his injured ... Using ... commands you can order him to ... or follow and, when you find a victim, carry him or her to safety. It's not as complicated as, say, *Rainbow Six*, but the simplicity only makes it more compelling. Fighting through and trying to locate survivors in the smoke and flames by following the sounds of coughing is a claustrophobic affair.

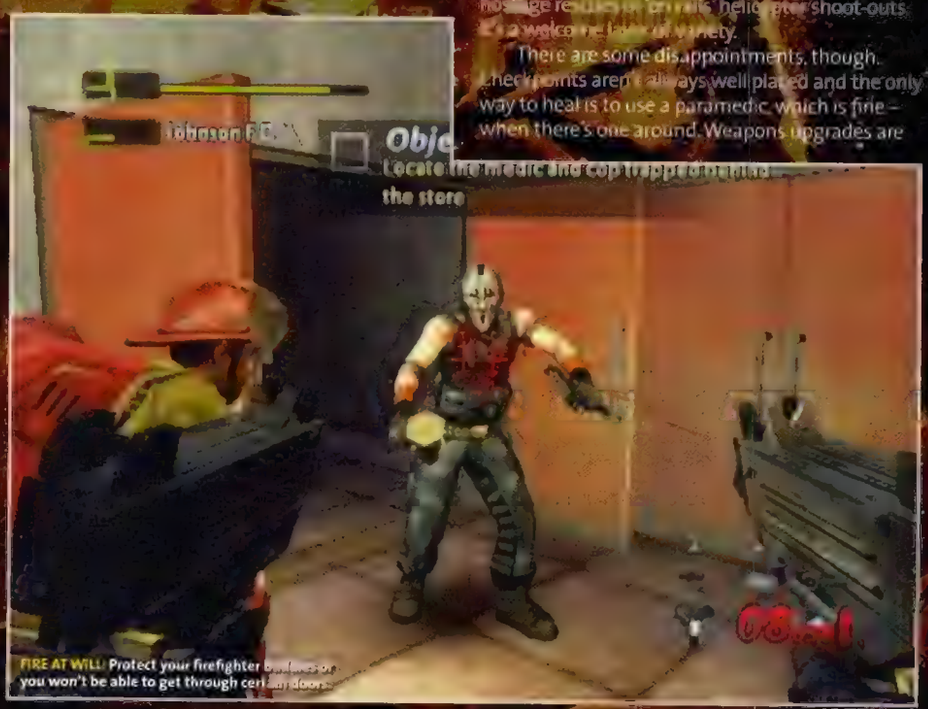
We'll go out on a limb and say that in certain ways, we enjoyed this more than *Black*. Where EA's blaster only really has a single dynamic (shoot everything until the dust settles) *Urban Chaos* constantly shifts focus and pace. Straight shooting sections are countered by protection missions, hostage rescues, ... shoot-outs ... a welcome ... variety.

"IN CERTAIN WAYS, WE ENJOYED URBAN CHAOS MORE THAN BLACK"

There are some disappointments, though. Checkpoints aren't always well placed and the only way to heal is to use a paramedic, which is fine – when there's one around. Weapons upgrades are also hit and miss as you have to arrest gang leaders first to unlock special missions that then need to be completed to earn the bonuses. It can be hard work for mixed rewards. A more powerful automatic shotgun? Oh yeah, baby. New torch? Um, thanks. Thanks a lot.

But such weaknesses are few. Lengthwise it's a little short at around nine hours, but there's a huge whack of special objectives, providing some hefty replay value, plus the excellent firepower can also be taken online for a multi-player blow out. And, just to finish things off, it's got our favourite ending of 2006 so far. Just you wait. **Andrew Kelly**

■ *Urban Chaos* is out on May 26th.



FIRE AT WILL: Protect your firefighter buddies or you won't be able to get through certain doors.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The most trigger fun we've had since *Black*. – Some sections can feel a little samey.	+ Brash and detailed comic book violence. – Heat vision mode sucks like a vacuum cleaner.	+ Stirring music and fun enemy insults. – Honestly? No complaints.

LIFESPAN

A dedicated weekend will finish the game, but there are countless extra objectives to complete.

MINUTES — YEARS

IT'S BETTER THAN...
SOCOM 3: US NAVY

IT'S WORSE THAN...
TIMESPLITTERS 3

PlayStation 2

Always enjoyable and never dull. It might lack polish in some areas but it makes up for it with loads of character and plenty of kick-ass, laugh-out-loud aggression.

85

INFOSTRIP

DETAILS
Developer: Polyphony
Publisher: Sony
Players: 1-2
Memory Save: 743kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

QUESTION...
My mate gave me a go on his scooter and I parked it arse-up in a hedge because I couldn't stop. Does that mean I'll be crap at *Tourist Trophy* too?

PUBTALK
The smart arse thing to say down the boozer.
"The wheelie ability is one of the best out of any bike game ever. Your front wheel hardly need ever touch the ground."

GAMEFAX

Racing | Original | Realistic | Multi-player

TRIVBURST
- All your favourite *Gran Turismo* circuits, plus real life tracks accurately reproduced
- Every major manufacturer is included, with all the best bikes as well

The MON£¥ $HOT
You've got the latest Kawasaki ZX-6R, the matching leathers and lid, and you're streaking down the straight at Suzuka in Japan. Mmm.

ALL IN THE DETAILS: The bikes – like this GSX-R1300 – and all the items of kit are represented brilliantly.

"IT'S GT4 WITH HALF THE WHEELS MISSING"

TOURIST TROPHY

Gorgeous? Sure, but the experts at Fast Bikes magazine aren't convinced by the *Gran Turismo* team's latest.

There are four little words that all PS2-playing bike fans have been longing to hear... 'Ladies love leather trousers.' No, wait, that's not it. We mean '*Gran Turismo* with bikes'. Given that we've never ridden a dirt bike, let alone a Kawasaki ZX-10R, here's what our friends at Fast Bikes magazine think of it...

The intro sequence is lush – as you'd expect from Polyphony – and familiar menus and options take you straight to the action. For a quick start, select arcade mode, get down to the Grand Valley circuit, and grab yourself a Kawasaki ZX-10R race bike. You'll be treated to 'real' speed, as opposed to the fantasy velocities of some arcade games, and a new set of parameters that'll have even the most skilled *GT4* players on the back foot initially.

Once you've settled in, the real test is Career mode – almost identical to *GT4*'s epic licence-grabbing GT mode – with tracks lifted directly from *GT4*, including the legendary Nurburgring – plus the addition of Valencia – and all retain the fine detail you'd expect. Don't be fooled by the name, though, despite being called *Tourist Trophy*, the Isle of Man TT circuit isn't on here.

Handling and physics are good. Bikes change direction with realistic fluidity, including excellent representation of suspension loading effects, and there are limits to what you can get away with. In the same way as *GT4* will punish you with a spin for turning while braking hard, *Tourist Trophy* will pitch the bike sideways and flick you over the highside, leaving you barely time to gasp as your rider crunches into the Armco. As bikers, we winced in sympathy.

Control is precise, using the analogue sticks to gain command over your steering and acceleration, and the bikes respond smoothly. From the third-person view you get the added bonus of the rider movement matching to your input. You get to see his foot change gear and his right hand wrench the throttle open, for instance. We also love the rider's view. It's harder to use, but is the best cockpit view of any motorcycle game, because you see the rider moving around on the bike. It's just a shame he forgets to look where he's going while pulling a wheelie, which you'll be doing a lot because it's fun and looks brilliant on the replays.

"EVEN THE BEST BIKES BARELY LEAN OVER AND THEY ALL STEER IN VERY MUCH THE SAME WAY AS EACH OTHER"

DON'T RIDE A LEMON

If you're a bike fan, you'll be glad to know that all the important makes from every manufacturer are here. The *Gran Turismo* series lacked Ferrari, Lamborghini, and Porsche, but here you get their equivalents in the Italian glory of Ducati and MV Agusta. And the Teutonic BMWs, if you like that kind of thing.

There are classic bikes for when your grandad pops over, and scooters too. All are brought to life with incredible visual detail that surpasses any other bike game, though the physics can let them down. For instance, the MV F4 1000 is far too slow, and the Buell Firebolt is way off the mark. In the game it actually handles, and didn't break down once. Novelties aside, get yourself on a Suzuki GSX-R1000 or a Kawasaki ZX-10R. They're the daddies here. Vroooooom.

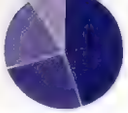
WHO'S THE DADDY: The Kawasaki ZX-10R is a mad bike in real life – and the best tool available in arcade mode, too.

THE SIT SQUAD

Customisation options are extensive – you can even alter how your rider sits on the bike. You can tweak everything, letting you copy a famous racer's stance, your own real-life riding, or whatever you think looks good. It even asks you to

TROPHIES

- The FA Cup.
- Trophy Andros.
- Davis Cup
- First place at Sports Day.
- Trophy wife

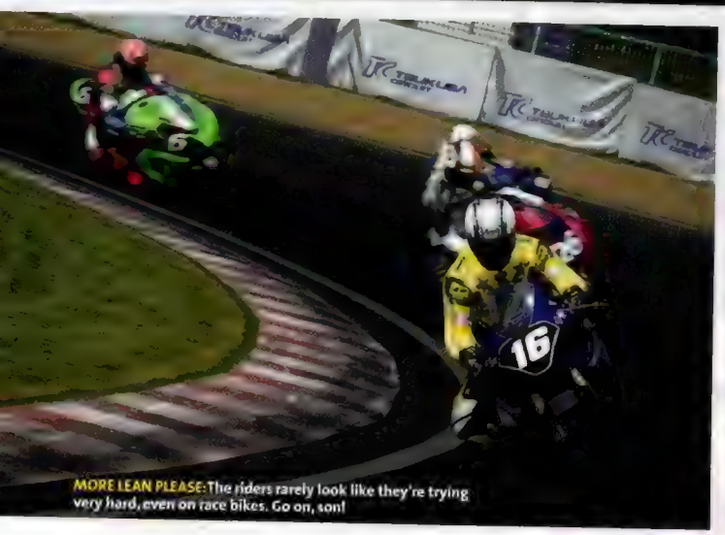


45% Caning round on your own.
25% Pulling wheelies.
20% Accumulating bikes and licences.
10% Falling off

ANSWER

Everyone crashes a lot to start with, and it's not so realistic that real skills are of use. Not that you have those, it seems.

SCOOTERS ARE FOR GRANNIES: Thankfully, you can graduate from them with your first licence.



MORE LEAN PLEASE: The riders rarely look like they're trying very hard, even on race bikes. Go on, son!

enter your height at the start so the guy on screen is your size. This will be very funny if you're ten years old or Danny De Vito.

Progress is made by passing tests to obtain four grades of licence that allow you to race in specific events. A challenge mode gives you a fast route to stocking up your garage with trick hardware, however, as all you have to do is get ahead of the other bike for ten seconds and you win it. Once you have said required licence and a variety of bikes, you'll be able to enter the range of events. Just like *Gran Turismo* there are classes for different engine types, nationalities, and ages of bike. It's involving stuff.

You can quickly learn the skills needed to tear through the game, but as you do the faults become more apparent, and more frustrating. Even the best bikes barely lean over, they all steer in much the same way, the engine noises aren't very good, and you spend most of the time racing against only one other competitor. Real bikers will lament the lack of difference between each machine, and some have errors in the specifications, too. And if you're used to arcadey racing games, you'll find this very tricky indeed – you'll constantly hurtle off the track until you get used to the *Tourist Trophy* way of things.

Ultimately, while you'll play this loads if your bedroom is covered in bike posters and your garage devoted to your motorcycle and while it's the best real bike sim out of a very small bunch, *TT* is nowhere near grasping a trophy. It only just about scrapes a bronze medal. **Jamie Wilkins**

■ Tourist Trophy *is out on May 26th.*

200MPH POT POURRI: Suzuki Hayabusa scatters rose petals to distract rivals. But these are sparks. Ahem.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Hours of racing here. – Not as involving as *MotoGP 4*, or as big as *Gran Turismo 4*.	+ The bikes look incredible, as does the scenery. – The crashes are a bit on the rubbish side.	+ Well, it makes some noise. That's it. – Terrible music and the bike sounds are poor.

LIFESPAN

You'd have to be a total bike nut to spend more than a month playing it. There isn't enought variety to keep you glued.

MINUTES — YEARS

IT'S BETTER THAN...
TT SUPERBIKES

IT'S WORSE THAN...
MOTO GP 4

Tourist Trophy isn't the '*GT4* with bikes' that we'd hoped for, and the physics lack the realism of the top driving sims. Still, it's the best game with real bikes yet

68

THE FAST BIKES VERDICT

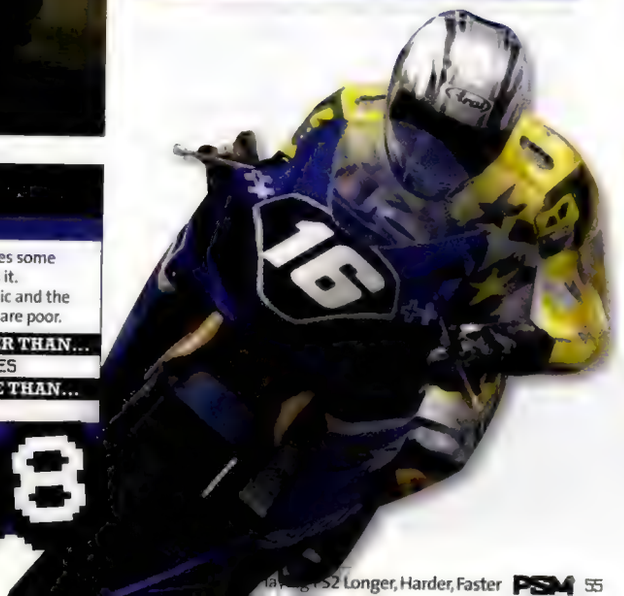
As we said, we got a motorbikes journo – from Fast Bikes magazine – to review *Tourist Trophy*. Here's how it stands up in terms of realism.

"For years now the best car and bike games have featured reproductions of race circuits that are so accurate, you can learn the track on a game and go nail it in real life. I know, because I've done it a load of times.

The test is when you know the real circuit and then play the game, and *Tourist Trophy* really steps up here. Valencia is the new addition over the *GT4* tracks that make the basis of *TT*, and it's incredible. Not only is it the right shape, the scenery is exactly right, and the asphalt rises and falls as it should, leaving you blind at 120mph on the approach to the final turn's hard brake zone. I even got the same knot in my stomach. The Nurburgring also plays with the same intensity as the real track. Lap times for both are accurate, and vary suitably with your choice of bike. It's only a shame there aren't more real tracks included in the game, as there's certainly a lot less reward in learning a circuit when that circuit doesn't actually exist in real life."

THE REAL THING: Spain's Valencia circuit is one of Europe's top bike racing venues.

SMELL THE PAELLA: The reproduced circuit is accurate down to the very last detail in the track and scenery. Great stuff.



INTESTRIP DETAILS
Developer: Gusto Games
Publisher: Eidos
Players: 1
Memory Save: 408zkb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"It's said that back in 1992, EA turned down the chance to publish the gazillion-selling *Championship Manager* on PC. Whoops."

GAMEPIE
40% Illusion-shattering cockups.
40% Ineffectual tactical changes.
20% Feeling underwhelmed.

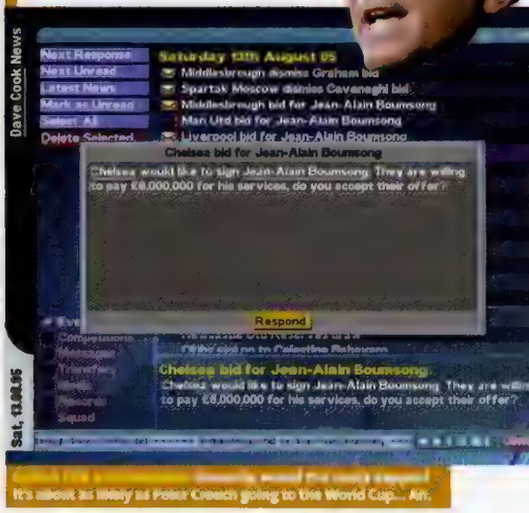
GAMEFAX
Sports | Management
Shit | Easy

TRIVBURST
- It's the one that isn't *Football Manager*.
- It's got training regimes devised by Charlton's Mervyn Day. Ooo!
- A new 3D match engine.

The MON£Y $HOT
Ooh, a pre-season friendly at Walsall. And it's 0-0. Could it get any more exciting? [Answer: yes, it really could. It doesn't, though. Arse.]
Pitch
Walsall 0 v 0 Newcastle Utd
Westwood looks to deliver the free kick from out wide
Match Stats
SoT Sht Cor Fls Off Pas Tkl Yel Red
Walsall 0 0 0 0 0 66% 0% 0 0
Newcastle Utd 0 0 0 1 0 1% 0% 0 0
Aldershot 0-0 Derby
Options
Tactics
Pause
Sat, 16.07.05

SOUNESS SAYS

"Och, aye. Ah'm Graeme Souness. As master of payin' oot daft prices fer crap players, ah'm here ta guide ye through *Champ Man's* inflated transfer fees. Ah reckon clubs clamourin' ta pay six million quid fer Boumsong is spot on. Och, and David 'barn door' Bellion fer just six and three quarter million? Wheesht, that's a bargain. Milan Baros is a snip at eight million, the noo, even if he's got hair like a jessie. But ah fancy addin' another defensive rock to mah squad – who better than Djimi Traore? He's a smidgen under six million poonds. Braw. Whit's that ye say? Hoo much does Ali Dia cost? Why, ye wee bawbag, ah'm gonna tan yer hide fra' here ta Kirkintilloch!"


Dave Cook News
Next Response
Next Unread
Latest News
Mark as Unread
Select All
Delete Selected
Saturday 13th August 05
Middlesbrough dismiss Graham bid
Spartak Moscow dismiss Cavenaghi bid
Middlesbrough bid for Jean-Alain Boumsong
Man Utd bid for Jean-Alain Boumsong
Liverpool bid for Jean-Alain Boumsong
Chelsea bid for Jean-Alain Boumsong
Chelsea would like to sign Jean-Alain Boumsong. They are willing to pay £8,000,000 for his services, do you accept their offer?
Respond
Chelsea bid for Jean-Alain Boumsong
Chelsea would like to sign Jean-Alain Boumsong. They are willing to pay £8,000,000 for his services, do you accept their offer?
Sat, 13.08.05

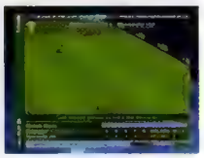
"RELEGATED TO THE RYMAN"

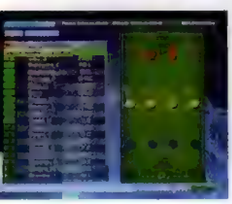
CHAMPIONSHIP MANAGER 2006

If *LMA Manager* is Chelsea and *PES Management* is Villa, this is the Birmingham City of football sims.

Think the word 'simulator' means 'to be realistic', do you? Think again. The dictionary simply defines it as 'to pretend'. So taken on those terms, *CM2006* could be viewed as the best football management simulator ever, as it offers a footballing world that could only ever be thought of as make-believe. In terms of whether it's actually any good or not, well, it's no better than the recent PSP version or indeed the last edition on PS2 (PSM2#63, 44%).

What's unforgivable is that the most cursory of examinations demonstrates how utterly unbelievable the game is. Just try starting the game as Newcastle, for example. Perennial bench-warmer Amdy Faye is valued at six million quid. Albert Luque is quoted as being "the best player at the club". Shay Given – a goalkeeper, remember – has a mentality set to 'attacking'. And we managed to flog Jean-Alain Boumsong, possibly the most inept defender in the Premiership, for six million notes. To Chelsea. *Chelsea*. It does reckon that Titus Bramble isn't good enough for the team, though, so well done on that.





Meanwhile, Arsenal offered to pay Liverpool 7.5 million plus three players for Djibril Cisse's dubious services – and got turned down. Jeepers. Theo Walcott, incidentally, is only valued at 2.1 million (even though other player values are stratospheric) despite having been bought for 12 million mere months ago in real life.

ENGINE TROUBLE

But this would all be OK if the match engine was a tactical powerhouse. It isn't, though. No matter how much fiddling you do during and mid-game, you never feel like you're really affecting how events are progressing. And if you're one of the better teams, it doesn't even matter. We tried a season just picking the 'automatically generate result' option each time instead of messing around with tactics, and still finished fourth. As for the match commentary, it often fails to reflect what's going on on-screen at all. "It's a long-range effort!" hollered the text as Charles N'Zogbia gently prodded one in from the edge of the six-yard box. And that's one of the less glaring examples.

The only real differences between this and *CM5* are a slightly sparklier match display, reworked training options and more in-depth scouting, but none of that matters when the biggest flaw hasn't been addressed at all – you just can't believe in *Champ Manager*'s world. Every time the game makes another elementary error, you're reminded that you're not really Jose Mourinho at all; you're sitting in your bedroom in your pants. *LMA Manager* gets things right. Why can't this? A sim without realism is as much use as the Sunderland back four – it's just a blessed relief that *Championship Manager* doesn't try and make *them* out to be good as well. **David Cook.**

■ Championship Manager 2006 *is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ There's loads of stats. – Constantly reminds that you're only *pretending* to be a football manager.	+ Er, well, hmm... hey, look over there! [runs] – Menu options aren't always sensibly placed.	+ There are crowd cheers... – And music that plunges into your brain and removes your sanity.

LIFESPAN
Well, if you like it, there's enough here to keep you going forever. But that's a big old 'if' right there.
MINUTES — YEARS

IT'S BETTER THAN... SVEN'S WORLD CUP
IT'S WORSE THAN... LMA MANAGER 06

Champ Man 2006 feels like fantasy football – that is, football straight out of someone's mad fantasy. Lessons need to be learned before this series' next outing.

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SFX

If you love sci-fi, you need to read the Earth's greatest SF and fantasy magazine every month...

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PLUS! Books, comics, games, TV and more – *SFX* is the definitive guide to SF.

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DETAILS
Developer: Rebellion
Publisher: Eidos
Players: 1-8 online
Memory Save: 876kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
Which historic event is the *Rogue Trooper* series loosely-based on?

PUBTALK
The smart arse thing to say down the boozer.
"There was a board game released by Games Workshop for the Rogue Trooper series in 1987. It was rubbish."

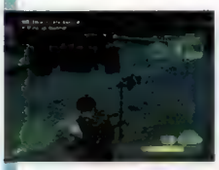
GAMEFAN
Action
Official License
Network
Easy

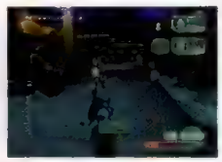
TRIVBURST
- Your gun, backpack and helmet come to life..
- Perform hard-hitting kill moves, like *Manhunt*
- Vast landscapes allow you to attack missions any way you choose.

The MON£Y $HOT
Here you are using Gunnar as a wise-cracking machine gun turret. Watch him shoot 'em down. It's a brilliantly-worked feature.

GUNNAR GET IT

Rogue may be the lead, but its Gunnar who continually steals the limelight. The GI lasts about two minutes in his meat-sack before you carve his chip out of his neck and stick it in your rifle. Not only can you use him as a gun-turret he encourages you with shouts of "Yeah, get those Norties!" You can also attach rockets and lasers to his 'body', which makes him even more deadly.



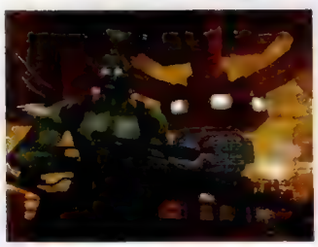


PSM2 SILVER AWARD

"SUPER TROOPER"

ROGUE TROOPER

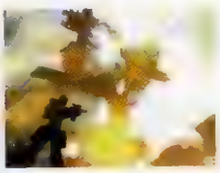
Tote massive guns and keep your mates in a carrier bag – it's one of the nicest surprises of the year so far.



Here at PSM2 we cherish the moments when we get to grips with a game that genuinely intrigues and surprises in equal measure. And if we're honest, we hadn't expected that much from *Rogue Trooper*. Playing as a blue fella in a futuristic world against a group of evil soldiers sounds frankly bananas – and having his buddies' personalities packed into his equipment is original, certainly, but sounds a bit, well, crap. But, as you've guessed from the preamble, we've been swayed – it *is* worth getting excited about after all.

Rogue Trooper sets high standards straight away. A quick tutorial on how to run, look and shoot and you're let loose into a war-torn world that can be seen for miles – complete with hundreds of troops fighting on the ground and a glorious exploding sky above. What struck us first about *Rogue Trooper* is the resemblance to EA's overlooked classic, *Freedom Fighters*. From the sheer scale of your environments (some are among the most open we've seen on PS2) to the run and gun action it feels particularly like *FF*. Not a bad comparison for Rebellion's 2000AD comic-inspired creation, though. But while it's similar, *Trooper* more than stands up for itself.

"ROGUE TROOPER IS THE ADVENTURE YOU'VE CRAVED SINCE FREEDOM FIGHTERS"



Almost instantly, you'll be manning a bazooka-like plasma launcher and taking out a tank the size of the moon. Locking on and destroying the last turret, you'll watch impressed as your GI compatriots scurry from their cover to take out the Nort enemies in the distance. And

BLUE MEN

- Rogue
- Kojima (cheer up, cheeky)
- Simon Webbe
- Peter
- The Blue Man Group

15% Firing blindly
25% Taking down ED-209 type robots
30% Personality chips
30% Taking down ships with pulse cannons

ANSWER

The US Civil War. The Norts (Northerner Unionists) and Southers (Southern Confederates) are almost directly from the history books.

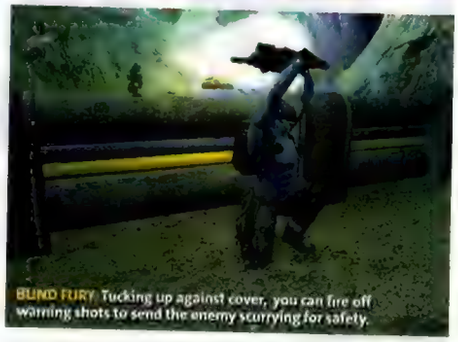
HYPER-DIVE: Rogue can quickly jump and roll out of the way of explosions or gunfire. It's a handy skill when pinned down.

BAG FOR YOUR HEALTH

As you progress through the battlefields of *Rogue Trooper*, you'll come across mounds of scrap metal which Bagman can turn into weaponry or medipacks. As well salvaging from random stacks of bits or the carcasses of enemies (the less damage they take in death the more you get) you can also rip scrap from crippled gun-nests – that look like Daleks – or stocky ED-209-like robots. Your increased amounts of iron can then be used to manufacture current/new ammo via Bagman's services. Its like having the ultimate war-factory in a rucksack.

I'LL BE MISSILE-ING YOU: The S.A.M attachment makes light work of the flying machines.

LOOKING LOVELY: *Rogue Trooper* really is a beautiful-looking game. Just wait until you see it in motion.



BLIND FURY: Tucking up against cover, you can fire off warning shots to send the enemy scurrying for safety.

that's not all. There are huge gun emplacements to take out overhead raids from stealthy planes trying to take you unawares, a selection of rescue missions in which to showcase your skills to the under-fire allies – and did we mention the bit about having your mates living in your equipment? That's the big clever bit, see.

CHIP OFF THE BLOCK

Yes, however preposterous the idea of tucking your friend's personalities into your gear sounds (see Gunnar Get It for more on this), it's brilliant. Helm, Gunnar and Bagman – whose names relate to their personality chip's final resting place – really add a sense of companionship to your journey, what with their insightful instructions, witty remarks and general chit-chat. They even warn you of incoming grenades. It all really makes you feel like part of a team; as if your bodiless chums are really with you all the way. Even when you leave Helm (who's located in your hat) to sort out computers or security gates, you feel as though a limb has been removed temporarily – leaving him prone to attack. But Gunnar is another story. This wily 'bloke' can be set up as a gun-turret whenever you like. While you're reduced to just your pistol – which is pretty powerful, mind – he can rotate 360 degrees to take out surrounding guards, shouting like a loon all the while. Plus he can't get shot, which makes him a valuable ally in heavy situations. And although the unfortunate Bagman has a permanent view of Rogue's backside, he comes into his own as a mobile ammo shop – upgrading current weapons and creating new ones with salvage that you find dotted around the battlefield. He's even got a robot arm that pops out of the bag to inject you with health. It's all pieced together beautifully and works really well.

Although *Rogue Trooper* isn't gleaming with never-seen-before features, it's hard to ignore how polished everything feels. Stand-out moments like shooting a Nort's breathing apparatus and watching him try desperately to fix it while firing blindly from cover satisfies no end. And even the big-gun set-pieces – though they feel forced at times – make for an interesting break from all the heavy-duty slaughter. We especially like the brutal kill moves (which are detached kills as in *Manhunt* and activated by pressing ⊗) where Rogue will stab, choke or let rip with his gun from an unseen position and take the enemy by surprise. And with equally compelling online deathmatches – well, they'll be compelling if some of you guys actually buy it – *Rogue Trooper* is the adventure game you've been craving since *Freedom Fighters* lost its appeal. We hope it wins the war. **Nathan Irvine**

CANNON AND FALL: The big gun emplacements are perfect for knocking out the dropships.

PSM VERDICT

GAMEPLAY

- \+ Ever-changing action rarely lets up...
- – ...although some sections feel drawn out

GRAPHICS

- \+ Beautiful scenery and fluid visuals.
- – Some landscapes so big, it's easy to get lost.

SOUND

- \+ Nice commentary from your squad...
- – ...as ever, it can become a bit repetitive

LASTABILITY

There's plenty of replay value thanks to the openness of missions. Plus there's loads of extra weapons and, of course, the online mode.

MINUTES — YEARS

IT'S BETTER THAN...
SYPHON FILTER

IT'S WORSE THAN...
FREEDOM FIGHTERS

A surprise package that's rammed with action all the way through. It's a little easy to complete, but don't let that put you off this unexpected gem.

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INFOSTRIP

DETAILS
Developer: Shanghai
Publisher: Ubisoft
Players: 1-8
Memory Save: 225kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
How are *GRAW*'s soldiers supposed to be able to see the HUD?

PUBTALK
The smart arse thing to say down the boozer.
"There was an Irish actor called Tom Clancy too. He appeared in shows like Starsky And Hutch and Charlie's Angels. Clearly the cooler Clancy."

GAMEFAX
Action
War
Sequel
Network Play

TRIVBURST
- One of the developers is called Ding Dong. Really. Watch the credits.
- Your technology is collectively known as IWS, or the Integrated Warfighter System.

The MON£Y $HOT
We can not only give orders and see the others via the cross-com, we can always see what the time is too. Which certainly helps no end with punctuality.

FLOURY MAPS: You can use your map to plan tactics, if you can be arsed. Pure blasting generally suffices, though.

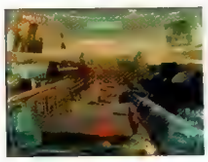
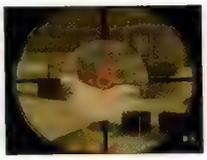
"WE DON'T RECON THIS IS UP TO MUCH"

GHOST RECON: ADVANCED WARFIGHTER

Sadly, *Average Warfighter* is more accurate. Ooh, how about *Ghost Recon: Some More Soldiers?* That's catchy.

A Canadian, a Mexican and an American president walk into a terrorist outrage and... wait, this is a rubbish joke. It's also a bit inappropriate, on account of it being a tale you can follow without getting confused. Players of the many and various Tom Clancy games (*Rainbow Six*, *Splinter Cell* and so on) will be morosely familiar with the political maze their tales tangle you in, and *GRAW* is no different. But storywise all you really need to know is a) there's been a military coup in Mexico while the three presidents were meeting, and b) it's going to take Americans to sort it out. That'll be you, then. The Mexican president in particular is pathetically grateful to the soldiers gallivanting around Mexico City and blowing up houses to create roadblocks. God bless America.

Unfortunately, all that's beneath the complex briefings and tactical-sounding objectives is some rather standard shooting. Perhaps this is why so much is made of the 'cross-com', the advanced battlefield communication system based on genuine-ish future technology. This is why, after all, the subtitle is '*Advanced Warfighter*' rather than '*Man In Green*'. It's presumably why the loading screens treat the technology and weaponry so

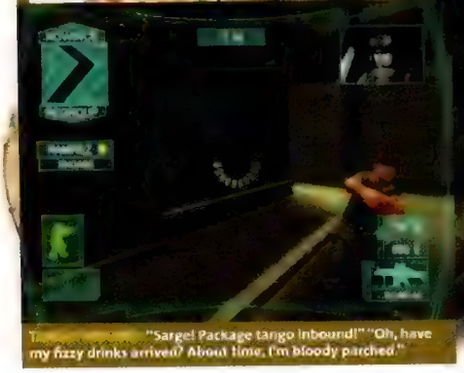



pornographically, flaunting their stats and abilities for all to see. And it's presumably why so much stuff is in horribly longwinded military jargon, such as 'ballistic assault helmet' (helmet), 'fragmentation threats' (shrapnel) and 'compact modular bullpup design' (dunno).

And it's all very well, except while a HUD may well be a revolution on a real battlefield, it's as old as the power cord in game design. Being able to highlight enemies and objectives – even through buildings – would be amazing in a genuine war, but again it's old like Dot Cotton in the virtual world. Despite the constant statistical bombardment reminding you how incredible the cross-com is, the results are these: you can order other soldiers to do things and you get video-phone like messages from your superiors. You also get messages from a really annoying helicopter pilot who isn't even stopped by being vapourised in mid air, but there you go. Wow, revolutionary.

WHAT'S YOUR SITREP?

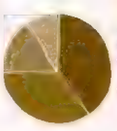
Is it the bit of skin on the back of your knee? No. You need a lesson in military jargon, solider. Listen up: "What's your sitrep?" is "Are you dead?", 'package' is an object or person as is 'asset', 'inbound' is a bad guy, 'tango' is the same, "at your ao" means "I'm there", and "beaucoup hostiles" is "many bad guys". Now join the army and get confused.


"Sarge! Package tango inbound!" "Oh, have my fizzy drinks arrived? About time, I'm bloody parched."

TOP 5 RECONS

- Ghost Reconditioners.
- Ghost Reconstructors.
- Ghost Reconsiderers.
- Ghost Reconciliers.
- Ghost Reckon That'll Do.

GAMEPIE



45% Running.
35% Political discourse.
15% Following coloured things.
10% Being politically confused.

ANSWER

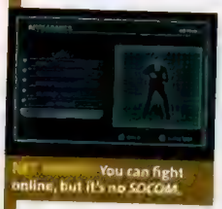
It's displayed on a special hi-tech monocle. Possibly. Incidentally, the plural of monocle should not be spectacle, but biacle. Or, more easily, 'bicycle'. Yes.

GRENADE MARIAN: Grenades are quite fun to chuck about, but it's still all a little underwhelming.

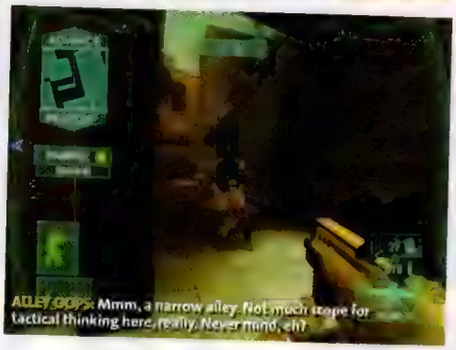
DEPRESSED MODE

Ghost Recon does at least try to hold your interest with various alternate modes, and at least two of them are slightly different from the main game. Which is nice. Perhaps the most entertaining is Enemy Hunt, where you're tasked with locating – and of course, killing – various wrongdoers in as short a time as possible. It's pretty tricky, especially if you go for the rooftop level and take on the snipers. With a pistol.

The Quick Mission option is to FPSs what Time Trial is to driving games – a basic re-run.


You can fight online, but it's no *SOCOM*.

Survival mode is just what you'd expect.


ALLEY OOPS: Mmm, a narrow alley. Not much scope for tactical thinking here, really. Never mind, eh?

Enemy Hunt is the best mode – the timer injects a bit of the tension the series has otherwise lost.

BAD TEAMS

The levels are huge and there are frequently a couple of ways round to your objective, but *Advanced Warfighter* doesn't provide the sort of military playground we were hoping for. Team-mate orders amount to little more than advancing, regrouping or only shooting when shot at (c'mon, they're American, they should shoot first by default), while control of airstrikes is even more limited. Ordering a gunship to destroy a compound's gates, for instance, should be awesome, but when that's *all* the gunship will do, the feeling is the same as if you'd stuck some C4 on, found the key or pressed the 'open' button.

Despite the large levels we didn't even notice there was a map until three missions in. And we hadn't missed it. Surely that can't be right in a game supposedly about 'advanced' warfare? Should following the coloured icons really be a better way to beat the game than spotting a clever sniping position, uncovering a cunning route for flanking or creating a diversion with the rest of your squad? In fact the other Ghosts are fairly unnecessary. Flanking is just a matter of taking the smaller street of two (it'll almost certainly bring you out behind a really badly thought-out roadblock) and you don't feel cunning having climbed a hill or building to get an overview, only to find a gun emplacement has been put there for you already. As with the last *GR*, the focus on planning and tactics has been dropped entirely in favour or dumb shooting.

"YOU CAN TELL YOU'RE IN MEXICO – YOU ASSAULT A TEQUILA FACTORY"

And it's *quite* dumb. Your enemies have perfect vision unless they're physically facing another direction, so there's no real stealth beyond picking the right route to emerge behind them. And there aren't that many foes – there's a lot of empty running. But at least you know it's in Mexico. First you pass a lorry with 'Mexico' written on the side... and then you assault a tequila factory. Really. It's amazing they're not throwing sombreros at you. And where are all the civilians? The cars? How did the 'insurgents' have time to build so many checkpoints, training camps and supply depots?

What this *is* is more-or-less nonsensical global politics, more-or-less linear shooting and a more gung-ho, 'hoo-aah!' vision of American forces than ever. It's an awkward and disappointingly one-note assault where the real action always seems to be happening elsewhere. And that's not really an advance at all. **Steven Williams**

■ *Advanced Warfighter* is out now.

INTO THE ACTION These two subtly visible circles direct your analogue presses, letting you take part in cut-scenes.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Various routes available in each level. – It's repetitive, simplistic and sparse.	+ Lovely water, solid cityscapes. – A bit chuggy, especially the animations.	+ Satisfyingly advanced-sounding weapons. – The speech is jumpy and some effects abrupt.

LIFESPAN

Several modes beside campaign, including online play, but none of it really grips at any point.

MINUTES — YEARS

IT'S BETTER THAN...
GHOST RECON II

IT'S WORSE THAN...
SOCOM II

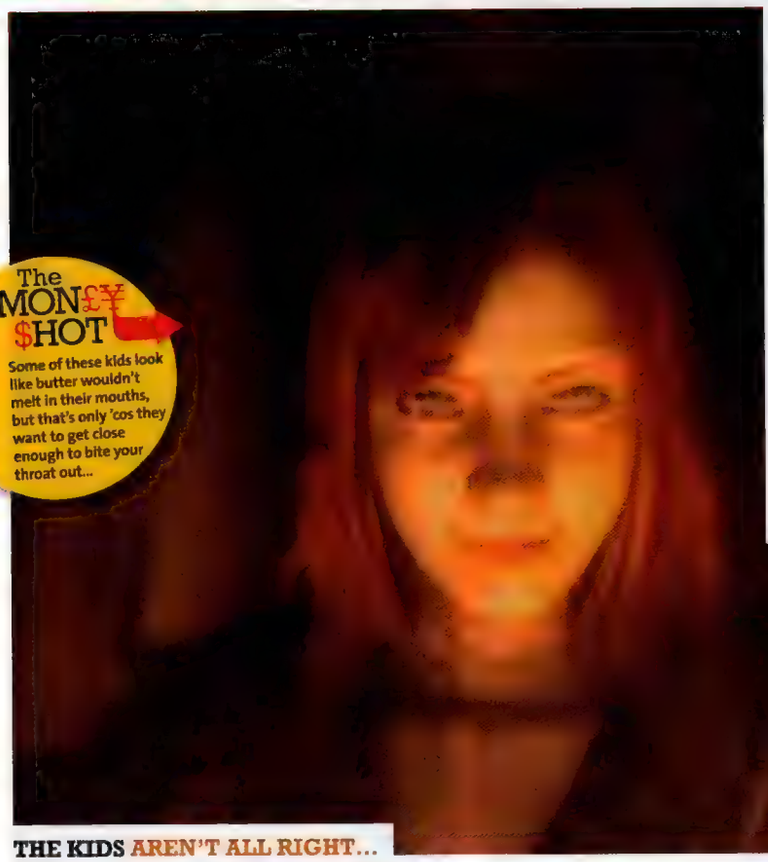
Ghost Recon really hypes up the war technology, but it's all bravado. Really, this is just an excuse for a big HUD and some generic brain-off shooting.

64

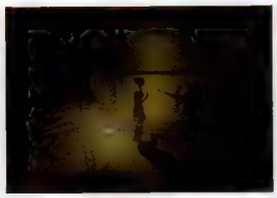
INFOSTRIP DETAILS

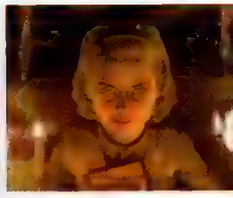
GAMEFAX

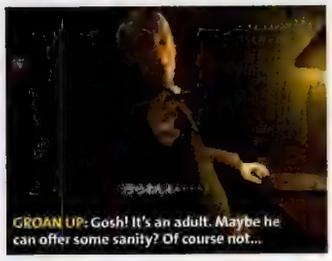
TRIVBURST



The MON£Y $HOT
Some of these kids look like butter wouldn't melt in their mouths, but that's only 'cos they want to get close enough to bite your throat out...







GROAN UP: Gosh! It's an adult. Maybe he can offer some sanity? Of course not...

EYEHOLE SILVER: Here's a monstrous child with three nasty holes for a face. Stick a fork in it...

THE KIDS AREN'T ALL RIGHT...

RULE OF ROSE

Every rose has its thorns, but this insane *Silent Hill*-alike really does have way too many for its own good...

Poor Jennifer. Our 19-year-old heroine wakes up tied to a post in a battered old zeppelin, having worryingly aggressive questions shouted at her through a crack in the wall by a small child. It's her own fault, kind of – if she hadn't entered the house filled with maniacally giggling children and covered in demented crayon scribbles ("The wolf gives us sweets! The wolf steals kidz!"), and then let herself be tricked into digging her own grave before being assaulted and buried alive by a group of minors with paper bags on their heads, it would never have happened. Typical, eh?

A game built around an ageing survival horror mould – think original *Resident Evil*, rather than anything on PS2 – it sees Jennifer forced into joining the 'Red Crayon Royalty' Aristocrats Club, a cabal of creepy kids that demand she completes twisted challenges and puzzles aboard this mysterious zeppelin (yes, zeppelin). Displayed in grainy *Silent Hill*-o-vision, it's drab to look at, with only its freaky inhabitants and events adding some colour. You've no camera control, but the view is intent on following Jennifer wherever she goes, panning and sliding about almost continuously. With the character moving so sluggishly, this gives rise to some irritating tracking. It's got a beautiful but creepy soundtrack, though, a suspenseful selection of orchestral music that flits from calm to stressful in an instant, in a manner that would really make Hitchcock proud.

But the combat's poor too, playing out with Jennifer lunging lamely at whatever melty-faced, goat-headed weirdo has blocked her path. OK, so you're not meant to murder everything, since fighting is a means to an end, merely form of defence to buy you some time to slip past most attackers. But, still, it's awkward, and anyone who finds *Silent Hill*'s scraps to be painfully cumbersome should avoid *RoR* as you would anyone brandishing a tamborine.

MAD TO THE BONE

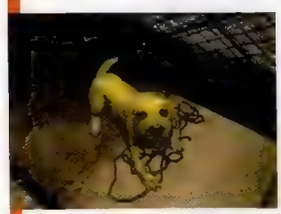
Rule Of Rose is an all-round head screw, in terms of both content – it has a fixation with bondage, psychopathic bullying and more – and gameplay. It's hard to give such a harsh mark to something with such a refreshingly gibbering attitude (this would be edgy even for a bleeding-edge Capcom game) but it's tiring to play, despite its fresh lunacy. Regardless of its arthouse credentials, and even for those who like their games straight outta weirdsville, it's a clunky and wearying experience where you'll need a full-on fetish for leftfield games in order to drive you through it.

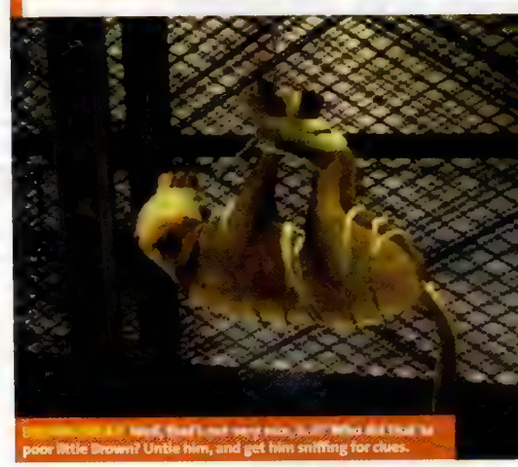
In between the slick madness of *Killer7* and the refined terror of games like *Silent Hill* and *Project Zero*, *Rule Of Rose* just can't keep up. It's a truly warped experience, no doubt about that, but unfortunately it's wrapped around a pretty inadequate videogame. **Steven Bailey**

■ *Rule Of Rose is out now in Japan, and should make it to the UK before 2006 is out.*

WHINY THE POOCH

What with this and *Haunting Ground*, it seems that dogs are the sidekicks of choice for puny sexpots trapped in nightmarish worlds. (Are you a puny sexpot trapped in a nightmarish world? Jeremy Kyle would probably like to hear from you...) Brown is Jennifer's own personal Scooby Doo, a mutt with a good nose for seeking out clues. He'll sniff around and point out areas of interest, saving you from having to run up against everything while pressing ◎ in order to find items of interest.





poor little Brown? Untie him, and get him sniffing for clues.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Watching kids beating a bloody sack with sticks. – Loopy puzzles and irritating camera.	+ Some of the weirdest scenes on a PS2 disc. – Bland, humdrum environments.	+ Perfectly-pitched orchestral soundtrack. – Giggles from messed-up kiddies get annoying.

LIFESPAN

Well, Jennifer's a slow mover, and puzzles can be tricky enough to make things take a while, but your patience will likely run out fast.

MINUTES — HOURS

IT'S BETTER THAN...
TRAPT

IT'S WORSE THAN...
HAUNTING GROUND

Worryingly disturbing, but just as worryingly patchy to play. A masterpiece of oddness that makes for a malnourished and sluggish video game.

58

INFOS TRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1-4
Memory Save: 343kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Action
For Kiddies
Rpg
Old-skool

"FRESH FROM THE SEWERS"

DUMB CHUCKERS: Shooting gallery sections show up to add variety.

TURTLEY POOR: It's an attractive game, but not that fun.

TEENAGE MUTANT NINJA TURTLES 3: MUTANT NIGHTMARE

They may be heroes with half-shell, but unfortunately their new game is half-arsed.

This is Konami's last Turtles game, as Ubisoft have picked up the half-shelled license in advance of next year's movie, and it must be relief for everyone. Konami can stop trying to scrape up new features to justify another identikit scrolling beat-'em-up – and we won't have to play through them.

It's not as though there's anything *too* heinous about the Turtles games – they're vibrant to look at and provide the type of messy, arcade, four-player scrapping action you'd expect. The problem is, the world isn't a better place for having *three* of them, especially given a near-complete absence of any sort of progression. There *are* a few changes from the second Turtles game, ones that allow you to upgrade a chosen hero with new moves and work towards creating a super-turtle, but you can only glimpse these alterations through a thicket of hack'n'slash gameplay that becomes predictable from the first minute of play.

Mission objectives suggest variety, as grannies must be saved and spaceships infiltrated, but all that's ever required is the bashing of futuristic triceratops. There's a section where the Turtles hack into a security network by shooting 'firewalls', which is amusing for the way it recreates network management in a way most IT technicians would dream of, but overall this is a game lacking in wit and ambition. Even the inclusion of the old arcade game *Turtles In Time* doesn't help, as it simply serves to show just how dated this game and the Turtles really are. **Dave Harrison**

Turtles 3 is out now. Don't bother, though.

PSM² VERDICT

All you'd expect of a Turtles game – tired, repetitive, primary coloured hack'n'slash monotony and nothing else. Don't even buy it for a hated younger relative.

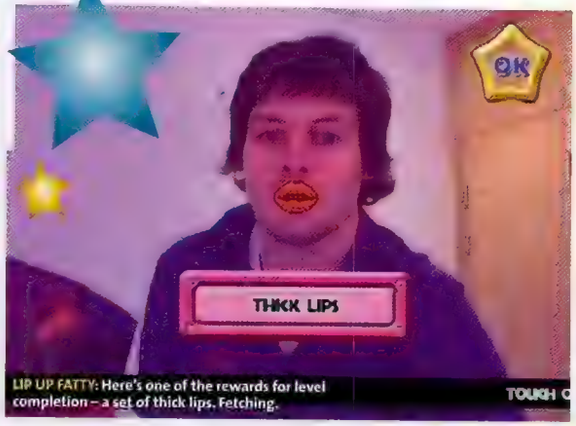
48

INFOS TRIP

DETAILS
Developer: Ignition
Publisher: Namco
Players: 1-4
Memory Save: xxxkb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Eyetoy
For Kiddies
Music
Shit

"STAR BORES"



LIP UP FATTY: Here's one of the rewards for level completion – a set of thick lips. Fetching.

STAR CONTRAST: Every time you swipe the stars correctly, they do this weird squinty face.

RHYTHMIC STAR

This one isn't just waving, it's drowning as well – in a pool of its own liquidy inadequacies.

All EyeToy games make you look like a gland. There you are in front of a TV, waving your arms like white men at a Kanye West show, with all the dignity of a dancing bear. The important thing, though, is that you usually have a grin on your face. That's the pay-off – fun for looking foolish. It's the same with *Singstar*, *Gametrak Golf* and anything that makes you interact with anything other than a joypad.

The trouble with *Rhythmic Star* is that it's got the massive humiliation aspect down pat, but has none of the 'fun' bit. In fact the best way to describe this game is 'distressing'.

This premise is simple enough – groove along to 25 versions of well known pop songs while slapping six coloured Star Frames as the corresponding coloured stars enter them. Get it spot on and the song will be layered with guitar riffs and backing vocals. It's sort of like *Amplitude* meets *EyeToy Groove*... but only in premise.

The reason it's miserable to play is 'cos you've got to watch for three differently coloured stars falling down two different sides of the screen, which is difficult for all but the boss-eyed. The reward for competing in this psychedelic co-ordination torture is the appearance of some alarming cartoons (such as *hoodied babies*, presumably straight from ASBO maternity), which just make the screen busier and the game more of a strain. Throw in tepid cover versions, awkward menus and creepy unlockable items and the result really is nightmarish. Enjoy. **Dave Harrison**

PSM² VERDICT

As pleasurable as a scary cheese dream. We'd rather hallucinate being attacked by snakes. We'd look just as daft, yes, but we'd have much more fun.

37

INFOSTRADA

DETAILS
Developer: Konami
Publisher: Konami
Players: 1
Memory Saves: Varies
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
Where exactly is Silent Hill?

PUBTALK
The smart arse thing to say down the booze.
"The extreme fog in the first *Silent Hill* was originally a way of hiding pop-up, but it naturally became a hallmark of the series."

GAMEFAX
Action/Adventure
Horror
Sequel
Budget

TRIVBURST
- Three full games, each worth playing and one an all-time classic.
- Reduced price.
- Guaranteed to still work right up.

"NOTHING SINCE HAS COME CLOSE TO REPLICATING THE ATMOSPHERE OF SILENT HILL 2"

TOP FIVE ENEMIES

- Writhing flesh sack (*SH2*)
- Bulbous growth beast (*SH3*)
- Zombie monkey (*SH4*)
- Bubble-headed nurse (*SH2*)
- Peeled baby (*SH1*)

GAMEPIE

40% Swinging pipes at nurses

30% Messing your pants

20% Wandering around dark hospitals

10% Facing your inner demons

ANSWER

That's open to debate. The first game has flyers with the words 'Chicago News' on, but the manual refers to it as a 'New England town'. The film, though, is set in West Virginia. Hmm.

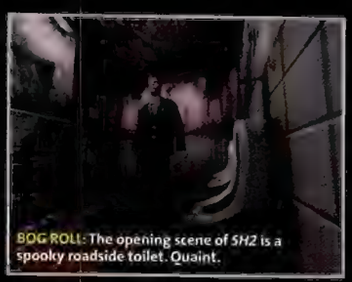
THE SILENT HILL COLLECTION

It's time to face your fears and return to Silent Hill. But is it as chilling the second time around?

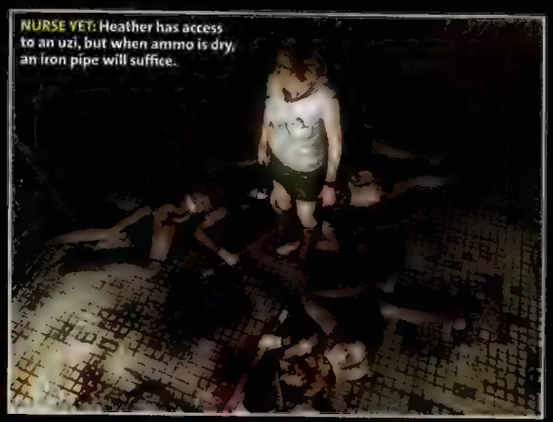
Stylish, intelligent and downright terrifying, the *Silent Hill* series is one of the most memorable and successful on PS2. Rather than hitting you with cheap scare after cheap scare it slowly and subtly eats away at your nerves until you're a tense, juddering wreck, and in terms of look, feel and ambience it's just as effective and absorbing as anything Hollywood has ever produced. This quality is testament to the absurd talent and creativity of the development team behind it. We could go on (and on and on and on) but if this paragraph gets any more positive it's liable to explode.

So why are we here? Well, to coincide with the forthcoming release of the *Silent Hill* movie, Konami are releasing the last three games in one spectacularly-priced package and calling it *The Silent Hill Collection*. Which is fantastic news as it gives us a chance to revisit and reassess three of PS2's best adventure games and get all fired up for the film.

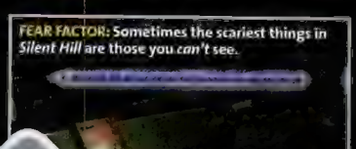
First off, *Silent Hill 2*. We gave this 88% back in issue 15 but in hindsight we reckon we totally underscored it. Y'see, back then we looked at its flaws and saw it as a kind of starting point for the series, and that it could only get better. Well, it didn't and nothing since has even come close to replicating its atmosphere. Sure, the controls are archaic and the camera ocasionally freaks out, but the unfettered brilliance of everything else negates these niggles entirely. So yeah, this is probably the best game in the package and it still looks gorgeous five years later. Absolutely essential.



BOG ROLL: The opening scene of *SH2* is a spooky roadside toilet. Quaint.



NURSE YET: Heather has access to an uzi, but when ammo is dry, an iron pipe will suffice.



FEAR FACTOR: Sometimes the scariest things in *Silent Hill* are those you *can't* see.

PSM2 SILVER AWARD

Then *Silent Hill 3* was released and surprised us all by being a lot more action-orientated than the previous game, but still retaining its surreal, eerie atmosphere. The plot was a direct continuation of the events of the first game, but it was nowhere near as strong as *SH2*'s which left us a little deflated. The developer's decision to elaborate on the mythology of the town rather than present us with another separate story like James Sunderland's was either a good idea or a completely misjudged one – the fanbase is split and we can't decide for ourselves. So in order, this is probably the second best game in the collection. We gave it 87% in issue 36 and we stand by that.

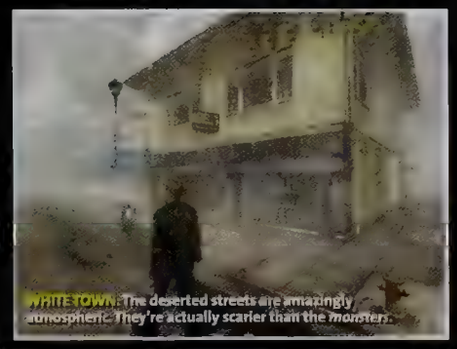
Which leaves us with *Silent Hill 4: The Room* which we tackled in issue 52 and awared a respectable 74%. The funny thing is, this started life as an entirely new franchise – it was only when Konami expressed concern with the developers starting another series that the team decided to link it (loosely) with the events of *Silent Hill 2*. As a result, it doesn't really feel like a *Silent Hill* game and it introduces a whole new game mechanic – separate levels revolving around a single hub, Henry's apartment – that we didn't really get on with. But still, it's a better game than most and had some genuinely disturbing moments, including a giant mumbling face lashed to a wall and a tiny ghost child squatting in Henry's bedroom cupboard.

For £35 you get three of PS2's best horror games (*SH1* was only on PSone, remember) and it's the perfect excuse to get yourself in the mood for the release of the movie. So draw the curtains, turn your speakers up and absorb yourself in the most harrowing, chilling trilogy of adventure games you're ever likely to play. Be afraid. **Andy Kelly**

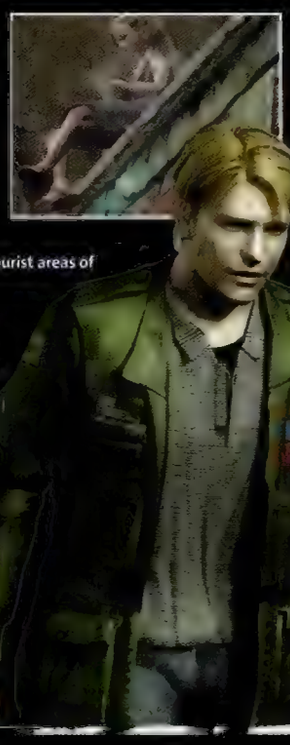
■ The Silent Hill Collection *is out now.*

The MON£Y $HOT

Watching as James slowly transforms from mild-mannered and baffled to confused, terrified and... well, we won't spoil anything, but there's more to *SH2*'s hero than you'd ever expect. *What* a twist...



WHITE TOWN: The deserted streets are amazingly atmospheric. They're actually scarier than the *monsters*.



SILENT HILL 2

More atmospheric than most actual movies...

THE STORY

Gaming's most shocking plot twist and a cast of creepy, charismatic characters make this the most memorable *SH* in the series. Genuinely unnerving and eerily ambiguous.

THE GAMEPLAY

Fairly standard survival horror. Not without its faults, but the claustrophobia and clumsy combat almost help it in a way by making it more terrifyingly tense. Some rock hard puzzles, too.

THE SETTING

The ever-present fog turn the pleasant tourist areas of Silent Hill into a living Hell.

THE SCARES

Seeing Pyramid Head for the first time stands out as particularly creepy. Mostly, though, the scares come in the subtle sound effects and murky lighting. By far the scariest of the three games.

WHAT WE SAID THEN

"A MASTERPIECE OF STORYTELLING. IF YOU CAN ACCEPT THE SHORT DURATION AND SWALLOW THE BLEAK VENEER, THE EMOTIONAL IMPACT IS UNRIVALLED." PSM2#15

WHAT WE SAY NOW

Having now seen every ending, there's been nothing else like it story-wise on PS2. All the elements come together perfectly and it's more than just a classic bit of storytelling – it's a masterpiece of sound, atmosphere and visual design.

SILENT HILL 3

Different, but still the *SH* we know and love.

THE STORY

Heather Mason's story wasn't nearly as deep or complex as James', but the continuation of *SH1*'s plot gave us some much-needed closure. Ever wondered what happened to Harry from the first PSone game? All is revealed here.

THE GAMEPLAY

In something of a first for the series, among the usual selection of weapons, Heather had access to sub-machine guns. This injected more excitement into the game, but the horror element was softened somewhat.

THE SETTING

A portion of the game was set in *Silent Hill* but most of it took place in a nearby town. This seemed a bit odd to us and put us off initially. You get used to it, though, and the abandoned shopping mall was suitably creepy.

THE SCARES

The legendary haunted house scene will fill you with dread. Otherwise, having a machine gun made you oddly fearless whenever an enemy appeared. Scary at times, but nowhere near as spooky as *Silent Hill 2*.

WHAT WE SAID THEN

"INITIALLY FORMULAIC AND SLICK, KONAMI'S MASTERPIECE CRANKS THROUGH THE GEARS, CUTS THE BRAKES AND CRASHES YOUR EMOTIONS AT BREAKNECK PACE." PSM2#36

WHAT WE SAY NOW

The first *SH* game to veer away from series tradition, *SH3* had plenty of new ideas and loads of creepy moments, it just didn't stick in the head as much as *SH2*. Still, it's an terrific game in its own right.

The MON£Y $HOT

As the game progresses you find out more about lead character Heather and her relationship with the town. She's the daughter of the first game's protagonist, Harry. He makes a *brief* appearance. <ahem>

DOG FOOD: Yes, it's a dog on a platter. We won't even *try* and explain this.

LET THERE BE FRIGHT: The lighting effects are spectacular. Just look at those shadows.

SILENT HILL 4: THE ROOM

The red-headed stepchild of the *SH* series.

THE STORY

We can't say much about this without spoiling you right up. All you need to know is that your name is Henry Townshend, you're trapped in your flat and the only way out is through portals that lead you to Hell.

THE GAMEPLAY

The hardest *SH* game yet. There's one puzzle in a giant spinning tower that drove Dan D to sweary madness. It was perfectly OK, but too flat and unyielding at times. It's the weakest of the series.

THE SETTING

As the game progresses, Henry's apartment begins to decay and the results are horrible. Each level is the usual *SH* fare, though – subways, hospitals and so on. This is the weakest as far as interesting settings go, unfortunately.

THE SCARES

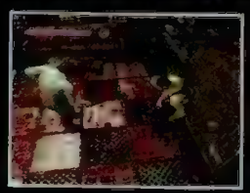
Watching your only safe haven – your apartment – slowly decay and become infested by ghosts is a shock. Similarly, seeing a seemingly-innocent woman hacked to pieces in the opening scene is rather nerve-racking.

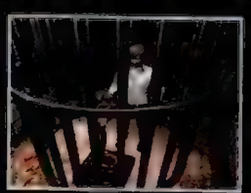
WHAT WE SAID THEN

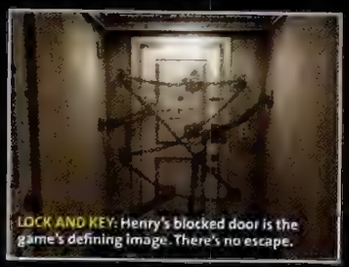
"THE MOST DELICIOUSLY DARK SILENT HILL YET, BUT THE COMPULSIVE STORYTELLING CAN'T COMPENSATE FOR FIDDLY CONTROLS, FRACTURED STRUCTURE AND FRUSTRATING COMBAT." PSM2#52

WHAT WE SAY NOW

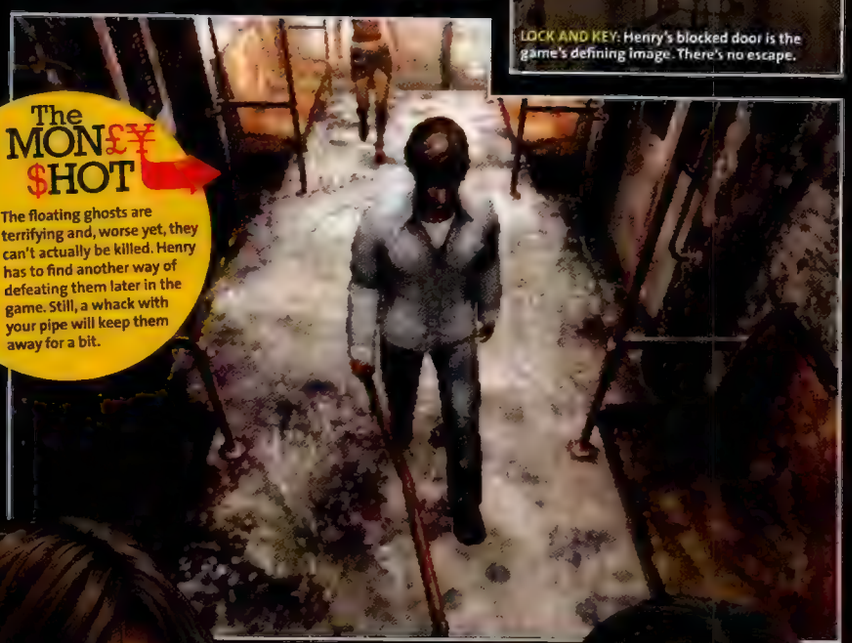
It wasn't long ago that we finished this, so the aggravating combat is still fresh in our minds. But looking back, the story is the most depressingly moody of the series, even if it lacks the impact of the previous games.







LOCK AND KEY: Henry's blocked door is the game's defining image. There's no escape.



The MON£Y $HOT

The floating ghosts are terrifying and, worse yet, they can't actually be killed. Henry has to find another way of defeating them later in the game. Still, a whack with your pipe will keep them away for a bit.

THE SILENT HILL EXPERIENCE

Konami's bizarre UMD spin-off hits PSP.

This PSP title isn't a game but an interactive 'experience' that features interviews with the game's creators and the director of the forthcoming film (see below), as well as having music from the games selected by composer Akira Yamaoka and a series of moving comic books that focus on the town's residents. The comics are very well-designed, the interviews are genuinely interesting, and it's cheap too – just over £10. We predict that once you've finished *The Silent Hill Collection* you'll definitely want this.

SILENT HILL – THE MOVIE

Silent Hill hits the silver screen.

OK, so game-to-film conversions usually result in garbled, inaccurate messes, but don't worry – if you're a *Silent Hill* fan, director Christophe Gans and writer Roger Avary are keeping you firmly in mind. Taking elements from all four games, the *SH* movie explains the origins of the darkness that's taken hold of the town and introduces a new cast of characters including our favourite from *SH2*, the foul Pyramid Head. Visually, it captures the mood of the games perfectly and the music has been lifted straight from them, which made us tingle with delight. Could this be the first good videogame movie? All signs point to this being the case, as the talent behind it, be it actors, writer or director, should help to avoid a Mario Brothers-style catastrophe. *Silent Hill* is released in the UK on April 21st.

HEAD CASE: Pyramid Head has been recreated accurately.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Perfect puzzling and rewarding exploration. – Hit-and-miss (most literally) combat.	+ Bleak, moody and strangely beautiful. – The darkness can get a bit depressing.	+ Fantastic soundtrack. Really, *really* eerie. – Some duff voice acting. Doesn't spoil it, though.

LIFESPAN

Three games, all clocking in at about at least ten hours apiece, and full of secrets. You'll be at this for a while.

MINUTES ——— YEARS

IT'S BETTER THAN...
FATAL FRAME 3

IT'S WORSE THAN...
RESIDENT EVIL 4

At just over £30 you can't go wrong with this. There's hours and hours of quality adventuring here and if you're after scares, there's nothing else like it.

89

INFOSTRIP

DETAILS
Developer: Square Enix
Publisher: Square Enix
Players: 1-25
Memory Save: 340KB
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX
Network Play
Action
Sequel
Sale

TRIVBURST
- Attain points to your side to increase its power.
- Online play for two players. Woo.
- Mostly interchangeable with the Gelkan Base on Chaos as well.

The MON£Y $HOT
Vincent was one of the coolest characters in *FFVII*, and we have to admit that he's still got it. As ever, he's pining over his lost love. Poor Vinnie.

"THE WORST SPIN-OFF OF ALL TIME"

FINAL FANTASY VII DIRGE OF CERBERUS

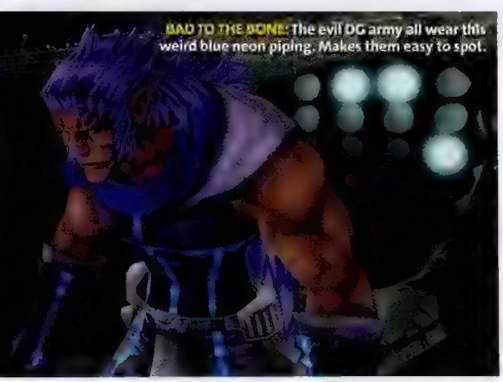
The best RPG ever is used, abused, and transformed into one of the most dire shooters we've ever seen. Yeuch.

We're disappointed in you, Square Enix. How can you follow up *Final Fantasy XII*, *Kingdom Hearts II* and *Dragon Quest* with *this*? Not even our love of the source material makes it bearable. *Final Fantasy VII* has become a tepid shooter with nothing to offer but pretty CG and fan-baiting references to the PSone original. OK, we chuckled when Yuffie appeared in the intro, but we're easily impressed sometimes.

The control system is its biggest fault. There are three ways of viewing the action; first-person, third-person and over-the-shoulder like in *Resident Evil 4*. Neither work particularly well and, for some reason only the developers will ever know, both the vertical and horizontal camera controls are inverted. It's like trying to do a crossword in the mirror and the lack of a lock-on (in all but easy mode) makes things distinctly ball-tightening. While you're shooting, Vincent lumbers around clumsily and dodging incoming fire is an exercise in randomness. Even regular movement is irksome thanks to the clunky controls and cardboard cut-out levels. In the intro Vincent merrily bounds around Matrix-style, but during the game a waist-high fence is an impassable obstacle. Stupid.

DULL AS DITCHWATER

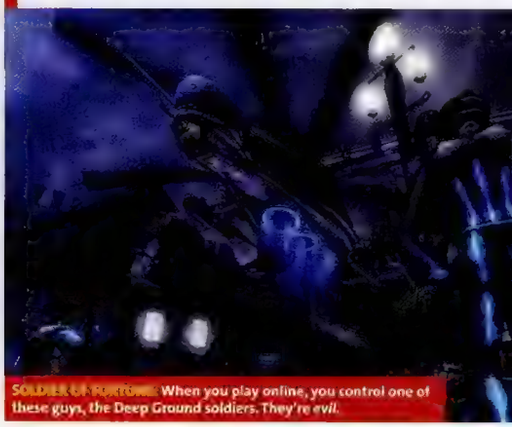
Depressingly, the developers have taken the rich, memorable world of *FFVII* and turned it into something that wouldn't look out of place in *50 Cent: Bulletproof*. Empty streets, gloomy villages, featureless deserts and – and this annoys us more than anything – a *sewer* level. Half an hour of trudging through bland, identical tunnels! It makes *Without Warning* look like Mardi Gras. Worse yet, every level follows the same formula – shoot men, find key card, pass gate, shoot more men, fight boss, end level. *Dirge Of Cerberus* is overcast with cheerless tedium and playing it is a test of patience, even if you love *FFVII*.



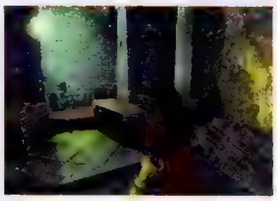
BAD TO THE BONE: The evil DG army all wear this weird blue neon piping. Makes them easy to spot.

GOING ONLINE? IT'S A DOG TO DO

You can play *Dirge Of Cerberus* online. Well, you can if you have all of the following; broadband, a network adapter, a hard drive and a Square Enix PlayOnline account. That's pretty much all of us then. If you actually manage to get online though you'll be able to take part in huge deathmatches with over 20 other players and play through a series of RPG-style mission objectives. It's hardly on the scale of *Final Fantasy XI*, but it's an interesting addition nonetheless.



SOLDIER OF FORTUNE: When you play online, you control one of these guys, the Deep Ground soldiers. They're *evil*.



GUN GRAVE: Send these soldiers to their doom with two well-placed headshots

It's rife with fan service, of course. Set after the events of *Advent Children*, cameos include Barret, Red XIII, Cid, Tifa, Cloud and a clutch of others and you'll get to visit, among other places, the city of Midgar. You even get to control bizarre kitty Cait Sith briefly... in a rubbish stealth section. But no amount of references to the original can mask the fact that *DoC* is a sham. **Andy Kelly**

■ *Import* FFVII Dirge of Cerberus *now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The gun customization is a good idea. – Simplistic, predictable and no fun whatsoever.	+ Gorgeous CG and nice character models. – Flat, boring and charmless.	+ Excellent theme tune by Jap pop star Gackt. – Otherwise, a fairly weak score, rubbishly.

LIFESPAN
If you're playing it online – and you probably won't be – it'll last a while. Otherwise it's your average 10 hour adventure.
MINUTES — YEARS

IT'S BETTER THAN...
STATE OF EMERGENCY 2

IT'S WORSE THAN...
DEVIL MAY CRY 3

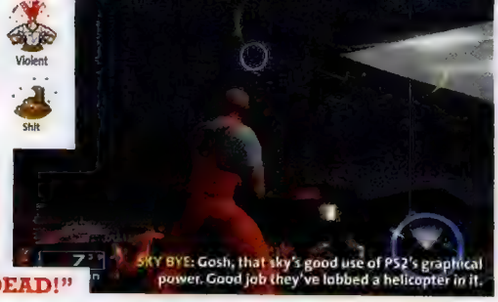
Terrible. Overblown, opportunistic nonsense. If you're a *FFVII* fan avoid *Dirge Of Cerberus* completely – it'll only sully your memories.

36

INFOSTRIP

DETAILS
Developer: DC Studios
Publisher: South Peak
Players: 1-2
Memory Save: 84kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Action
Violent
Sequel
Shit


SKY BYE: Gosh, that sky's good use of PS2's graphical power. Good job they've lobbed a helicopter in it.

MONEY IN THE TANK: Use this tank to blow up enemies. Yaaaawn.

"CALL 999! THIS GAME IS DEAD!"

STATE OF EMERGENCY 2

Well, we don't really know about an emergency as such, but this game is quite definitely in a state.

PORK CHOPPER: Blow up this copter with a rocket. We've been this all before.

A few years ago something in our brains must have bust, for we bestowed 75% on the first *State Of Emergency*. Fortunately, now we can see it for the rubbish beat-'em-up it really is. And, from a different team, comes its sequel. It's no longer a rubbish beat-'em-up, though. It's a rubbish shoot-'em-up instead.

Yes, Spanky and McNeil are back, and they've got huge guns and gameplay more simplistic than Wayne Rooney. The bulk of the action has you running about mowing down cops while everyone around you riots, although for 'riot' you can read 'shakes their fist in the air ineffectually'. You'd think, during the prison break bit, your fellow cons might help you take down the guards, but no. This shouldn't matter, though, because the enemies are imbecilic, so *should* be easy to slaughter. They're not, however, presumably because someone noticed the crap AI during development and decided to up the difficulty level by *not including a lock-on*, thus rendering aiming an exercise in swinging the crosshair around wildly.

So it's another vaguely-urban shooter desperately trying to be controversial – the blood flies and the game opens with McNeil being taken to the gas chamber – but while some levels involve tanks and choppers to add variety, and despite the number of on-screen characters to blast, it's never more than tearfully dull. We doubt there'll be a *State Of Emergency 3*. **David Cook**

■ State Of Emergency 2 *is out now.*

PSM² VERDICT

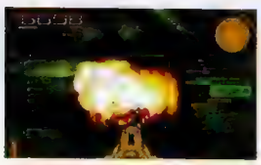
A terrible shooter that does nothing new and does it badly. Bereft of reason to exist, don't even let this cross your path, let alone buy it.

30

INFOSTRIP

DETAILS
Developer: Agetec
Publisher: From Software
Players: 1-2
Memory Save: 96kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Beat-'em-up
Robots
Shit
Sequel



MECH-DONALDS: The arenas are as exciting to look at as muesli.

MECH-SIMPSON: Here's one of the missions – dodge some bullets. Yay!

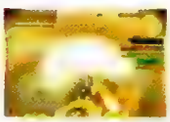
BUTT AND MECH: Two robots fighting in F1 never been so dull.

SCROOGE MECH-DUCK: You can even splash out on a new paint job for your bot.

"NINE BREAKER? NEIN DANKE"

ARMORED CORE NINE BREAKER

A game that makes giant robots twatting each other as entertaining as an Audley Harrison fight.



Despite being fans of mech warriors equipped with futuristic aiming equipment and heating-seeking rockets, we reckon From Software have missed the target with *Nine Breaker*. It's a game that's managed to position itself in a no-man's-land of demographics. A game that offers nothing new to the hardcore and still manages to alienate the newcomer.

Armored Core is so, *so* niche. If it were a flan it would be niche-lorraine; if it were a Portuguese midfielder it would be Maniche. And so on. All the developers had to do to satisfy the hardcore mecha fans is provide a decent Story Mode and a few robot parts to tinker with. Instead they've created a game with a 100-plus mission Training mode – which challenges your will-to-mech with seemingly endless bots – then coupled that with Arena combat which has you facing just the *one* mech. It's like they took the last game, *Battle Nexus*, and divided it by two.

Of course this stripped-down presentation might be there to encourage newcomers to the *Core*, but then once you've started it just leaves you there facing a giant robot, wondering whether investing in a 'heavier arm' will prevent you getting your arse handed to you in every battle. And how anyone is supposed to know whether filling up one of your 17 inventory slots with a Ribose or a 079L+ without the odd nudge and wink to help is totally beyond us.

The last iron rivet in *Nine Breakers* casket is the fact that it's still the clunkiest and unwieldy of games to control, one that makes *Zone Of The Enders* look like *Viewtiful Joe*. Avoid. **Dave Harrison**

■ Nine Breaker *is out now.*

PSM² VERDICT

A game that will appeal to no one, but if you're the exception to the rule, please send a photo as we're curious to know what you look like. Cheers.

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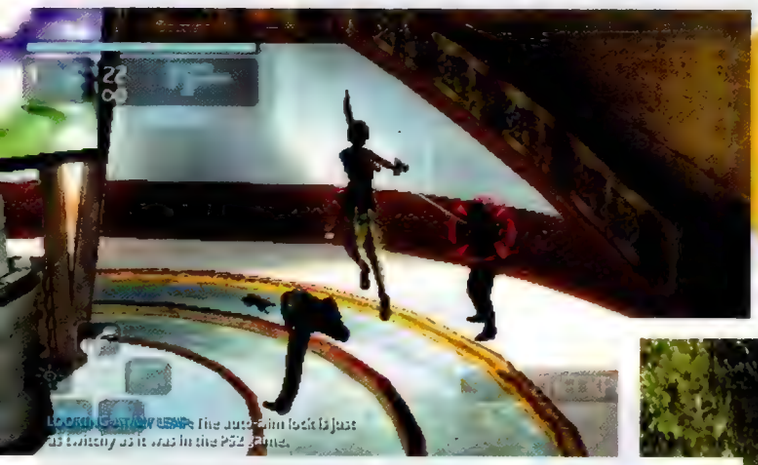
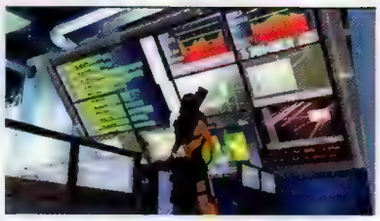


LOOKIN' GOOD AS EVER: The auto-aim lock is just as twitchy as it was in the PS2 game.

The MON£¥ $HOT

The lighting, incredible effects and attention to detail have all survived the journey to the PSP. It really is a remarkable looking game, we have to say.



MODEL BEHAVIOUR: Lara looks fantastic. It's just when you play her that problems arise.

SPRINT IMPERIAL: Here's Lara chased by a monster – time to take on some health...

GRIPSHIFT... And here's how you take on heath while on the run. Comfy!

DOUBLE HANDER

For the PS2 version, Lara's inventory was accessed by the D-pad. On PSP it's the same and now includes a weapon swap function that has to be used in conjunction with Ⓐ, which means it's nigh on impossible to switch weapons quickly in battle. And as for using your health packs... well, it takes some real finger-shuffling.

PS2

INFOSTRIP

DETAILS

Developer: Crystal Dynamics
Publisher: Eidos
Players: 1-2
Memory Save: 89kb

GAMEFAX

Sequel
Platformer
Action
Network Play

TRIVBURST

- There's 115 different secrets to discover across the levels, 27 of them in the Croft Mansion.
- Master Challenge can be played with two players.

PUBTALK

The smart arse thing to say down the boozer.
"Lara visits Peru, but it's not the first time she's been there. In the original PSone game Lara explored the tomb of Qualopec."

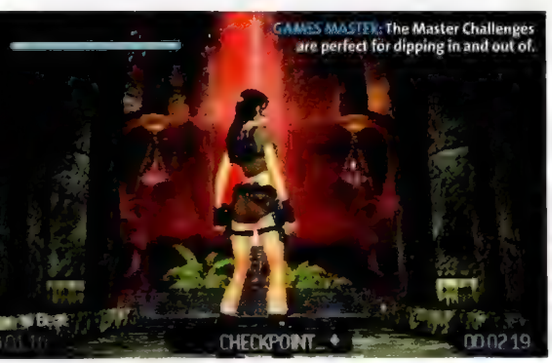
TOMB RAIDER LEGEND

Lara takes a brave step forward onto PSP, but also a few steps back in the process.

In order to be small and mobile, sacrifices have to be made. Just look at that Smart Car thing. When driving one you're able to nip between the wheels of larger vehicles or park in spaces usually reserved for bikes. But the pay-off for this is that you lose all respect and get mocked by children and old ladies alike. Scaling things down can mean making things less fun. *Tomb Raider Legend* is like that – it performs the same functions as its PS2 sister, but in becoming smaller, compromises have been made and it just isn't the same any more.

We reviewed *Tomb Raider Legend* on PS2 last month and gave it a more than healthy 81%. While we had issues with the ease of completion, the length of the game and the way it cherry-picked ideas from other games and movies, there was no doubt in our minds that it restored the battered *Tomb Raider* reputation

What you're getting in this PSP version is the complete PS2 game – every boss, every level, every secret, every ripple of water trickling down Lara's chest – but on a handheld. You're also getting looks of an almost identical quality, with PSP's smaller screen disguising the slight tweaks that have been made to the textures. There's even some PSP-exclusive content in the form of speed challenges, which charge you with barrelling Lara through some mini-levels in sub two-minute times. In terms of presentation and content, this is a shining example of the power of the PSP. And, as we say, it's small and mobile. And much more fiddly to play. So therefore nowhere near as good. Damn.

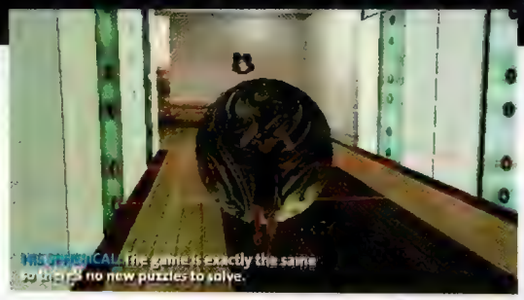


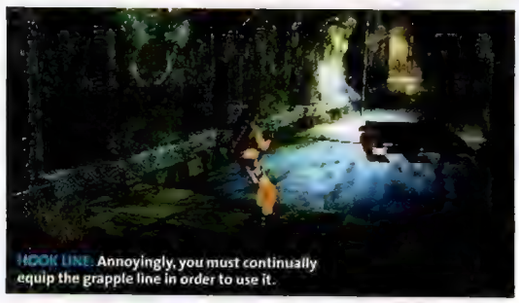
GAMES MASTER: The Master Challenges are perfect for dipping in and out of.

LARA PROBLEMS

See, one of the most important aspects of the Lara revival was the tight control you had over the heroine. Gone were the days of struggling to clamber onto a skip or leaping into a spiked pit on what looked like a whim of the computer – now it feels like you're controlling an expert climber and talented acrobat, rather than a meat puppet. Sadly the Lara Croft that's on PSP has rather a lot more in common with the clutz you wrestled with on the PSone than the one that recently pirouetted and flipped her way through PS2's version.

It's not that Lara has lost her spring or weakened her grip, but playing on PSP has meant the precise controls have been diluted. The loss of the second analogue stick might not seem that significant at first, but on PS2 it controlled the camera – essential for positioning when lining up jumps. On PSP you have to hold down Ⓡ while maneouvring the analogue stick. It

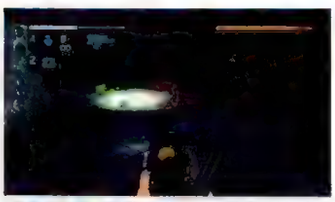

THIS OPPRESSIVE: The game is exactly the same so there's no new puzzles to solve.

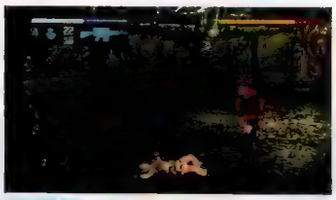

HOOK LINE: Annoyingly, you must continually equip the grapple line in order to use it.

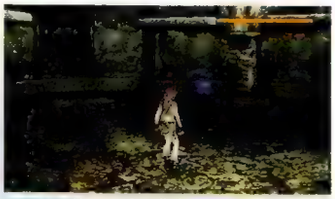
STICK SHAFTED

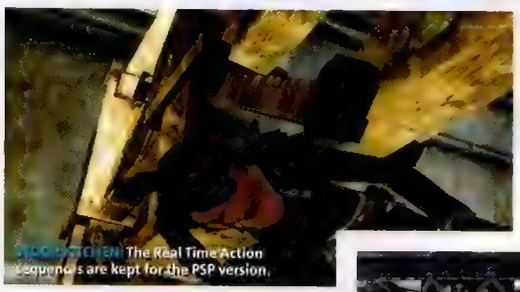
The other problem that arises from the stodgy camera control is that you can't move Lara and the camera at the same time. Where this really becomes a problem is in the boss battles. The fight against the Yakuza boss Takamoto on a ringed platform on PS2 was a fairly easy confrontation if you moved sensibly. On PSP it becomes a nightmare as Takamoto is extremely difficult to hit – not because he has extra powers, not because he's significantly quicker – because he stands to the left of Lara and *just out of frame*. So as soon as you stand still to swing the camera so you can get a lock onto him, you get twatted with a blast of sword magic. Standing to the left of someone isn't, and shouldn't be, a super-power.

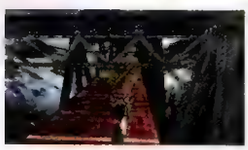
SHOT IN THE DARK: Until you face the target you can't see when the attacks are coming.


PERSONAL SPACE: The only way to defeat him is get ridiculously close and jump around.


LIVE 'NADE: In this boss battle, you can barely see the grenades as they're so, so tiny.


HOOK UP: You continually have to switch to the grappling hook with the annoying inventory.


SHOCK TACTICS: The Real Time Action sequences are kept for the PSP version.



TIME ARTIST: As the buttons are stodgy, all jumps and swings have to be timed very carefully.

works, but it's a slow process and never really feels natural. For the most part it's an absolute hindrance and gives the game a very pedestrian pace, but when you've got a limited amount of time to leap from crumbling stalactite to crumbling stalactite, it goes from mere hindrance to PSP-hurling annoyance.

Another drawback from the change of formats is that the tombs look really, really dark. So dark that makes even the most rudimentary of movements more of a headache than they really should be.

You wouldn't hear of any gamers who go out of their way to only *partly* enjoy a game, to forgo the full experience and play a compromised version of something. It's like playing

"EVEN THE SIMPLEST MOVE IS MORE OF A HEADACHE THAN IT REALLY SHOULD BE"

Lara's tiny, ahem, Personal Light Source has very little effect on the gloom, so it's more easy to get disorientated – even on levels you've already played through on PS2 – and, more significantly, it's far harder to time jumps as the edges of the platforms are difficult to make out, meaning messy deaths at the bottom of cliffs are a depressingly regular occurrence.

The timing isn't helped by the podginess of the PSP action buttons and analogue stick either, as it seems to take an age for Lara to even get into stride or leap into the air, which

through *Grand Theft Auto* with the sound down or *Pro Evolution Soccer* but only using the Chinese national team. Insane, yes? But that's what you'd be doing if you chose to play *Tomb Raider* on PSP.

If you haven't played the game at all, buy this and you'd be getting a frustrating and niggly platformer that feels like Lara from the old days. If you have played it, you'll taint the fond memories you got from the full console version. Sadly, some things just weren't meant to be in miniature. **Dave Harrison.**

■ Tomb Raider Legend *is out May 26th.*

SHOCK HORROR: Leaping from these poles is hard without the right camera angle.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Has every element from the PS2 version. – Compromised by the limited PSP controls.	+ Superb – as lavish as the console version. – The frame-rate can really start to chug.	+ Wonderful music and decent voice acting. – Witty Lara? Well, she's no Victoria Wood. [cough]

LIFESPAN

Small, but hard. (There's a joke in there somewhere.) Too frustrating to bother persevering with for long, though.

MINUTES — YEARS

IT'S BETTER THAN...
DEATH JR

IT'S WORSE THAN...
SYPHON FILTER: DARK MIRROR

Indentical to the PS2 version in content but the PSP's limitations really pick away at the polish revealing, something far less beautiful. A disappointment, all told.

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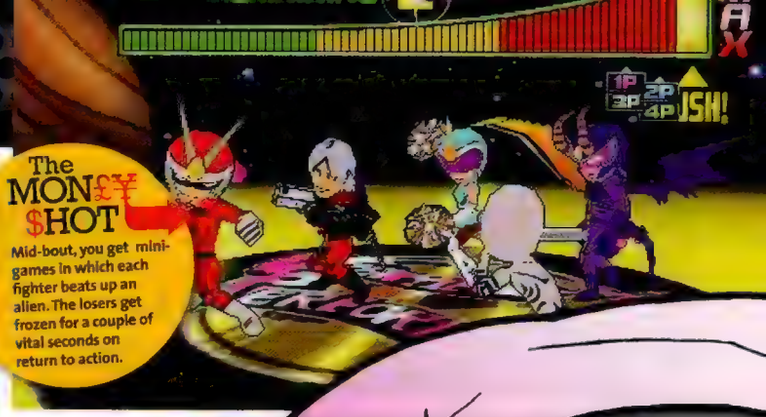
TRIAL FOR THE CAMERA

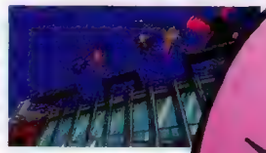
For variety's sake, *Red Hot Rumble* includes some Trial modes which are entirely separate from the main game. So you might be blasting flying octopi from the back of a plane (obviously), guiding a giant bat around to collect hearts as they fall from the ceiling (like, durr), or trying to shatter a load of swords as they zoom about the room (who hasn't?). They're no more than a diversion, but they're decent enough to mess around with.

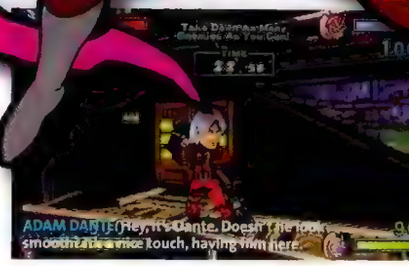
OCTOPILOT: How did these octopi get up there? When did Joe get a pilot's license? These, and other questions, aren't answered by RHR.



The MONEY SHOT

Mid-bout, you get mini-games in which each fighter beats up an alien. The losers get frozen for a couple of vital seconds on return to action.





ADAM DANTE: Hey, it's Dante. Doesn't he look smooth? A nice touch, having him here.

INFOSTRIP

VIEWTIFUL JOE: RED HOT RUMBLE

More of a lukewarm rumble, really. Or room temperature. *Viewtiful Joe: Tepid Rumble*. Yep, that's it.

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1-4
Memory Save: 114kb

GAMEFAX

Sequel
Hard
Beat-'em-up
Network Play

TRIVBURST

- A four-way scrapper with all your fave Joe characters.
- Dante's here too. Yay.
- Four player Wi-Fi.
- Faster than a cheetah on a big stripey rocket.

PUBTALK

The smart arse thing to say down the boozer.
"Joe's voiced by Dee Bradley Baker, the mouth for Klaus, the goldfish in American Dad, and, erm, the cows in *Destroy All Humans*."

You know how when you look backwards through a pair of binoculars, everything's tiny? Now imagine playing a game from that perspective. Actually, there's no need to imagine it, because – cue half-hearted trumpet parp – *Red Hot Rumble* is here. And it's faster than the speed of light wearing an exceptionally well-made pair of trainers. In other words, too fast.

This isn't like the *Joe* games on PS2, you see – it takes elements of them, sure (the speeding up/slowing down of time and the beating up of those alien things) but transplants them into a three or four-way beat-'em-up, a bit like *Smash Brothers* on GameCube. Except that was just about the scrapping – *Red Hot Rumble* is all about mission objectives, from collecting more diamonds than your opponents (other *VJ* characters) to hammering switches to bring down passing spaceships with laser beams. And during all this, your opponents are trying to beat you up. Actually, there are missions where you're rucking with *specific* enemies – giant robots and stuff – who'll fight back like demons while Joe's 'chums' leap around, battering you as well. And all conducted in super zoomed-out-o-vision with tiny sprites that you'll never keep track of in the melée.

"IT BECOMES AN EXERCISE IN JUST JABBING BUTTONS AND HOPING"

SPEED FREAK

As in the usual *Joe* games, you can speed up or slow down time, although the sheer velocity at normal rate means that unless you want your brain to wave the white flag and everything's so hard to follow you button-bash regardless of time shifts.

It's disappointing, because we love Joe. We love his daft B-movie universe, we love the characters (we love his red tights) and, up to now, we've loved his games. But we can't love this. There's no way to keep track of the action and it becomes an exercise in jabbing buttons and hoping for the best. *Red Hot Rumble*'s pace makes it fun to start with, but when the novelty wears off, the inability to tell what's going on means you'll stop playing quickly. Henshin a no-no, baby. **David Cook**

■ *Red Hot Rumble is out May 26th.*

GAME OF LIFE: A bemani-style minigame pops up.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Quite fun in the beginning... – Until you realise it's just too fast-paced.	+ Recognisably the Joe universe. – Sprites too small and the camera is too far away.	+ Cries of victory and defeat from the fighters... – ...though they get a bit repetitive eventually.

LIFESPAN
Well, it's certainly hard, so if you persevere it'll last you for ages. But you'd have to be the most stubborn person in existence to do that.
MINUTES — YEARS

IT'S BETTER THAN...
MARVEL NEMESIS

IT'S WORSE THAN...
STREET FIGHTER ALPHA 3 MAX

If we're honest, *RHR* only even makes it into the 60 bracket because we love Joe so much. It's basically a repetitive scrapper with way too much going on at once, but Joe is its saving grace.

60

PlayStation 2 OFFICIAL magazine-UK

WORLD EXCLUSIVE

WWE SMACKDOWN VS RAW 2007

WRESTLING GOES WILD ON PS3

ALSO

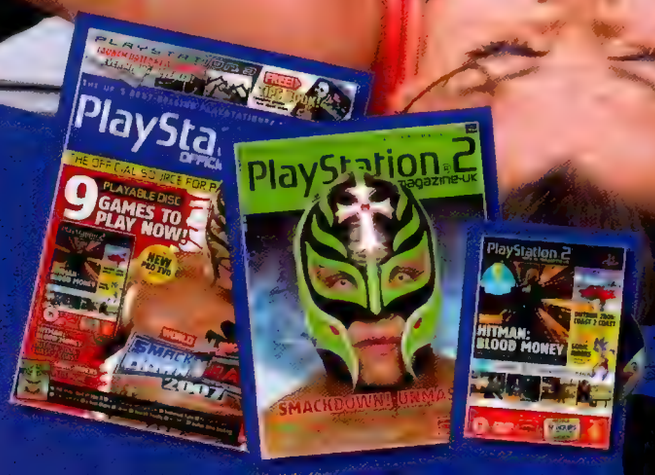
GOD OF WAR 2
ACTION SEQUEL LOOKING OLYMPIAN

"DANTE, KISS ME YOU FOOL!"
INSIDE THE PECULIAR WORLD OF PS2 FAN FICTION

URBAN CHAOS REVIEWED
RIOT NOT SO MUCH PREDICTED AS GUARANTEED

PLAYABLE ON THE DISC

HITMMAN: BLOOD MONEY
OUTRUN 2006: COAST 2 COAST
TOMB RAIDER: LEGEND
DRIVER PARALLEL LINES
SONIC RIDERS
BLACK
...AND MORE



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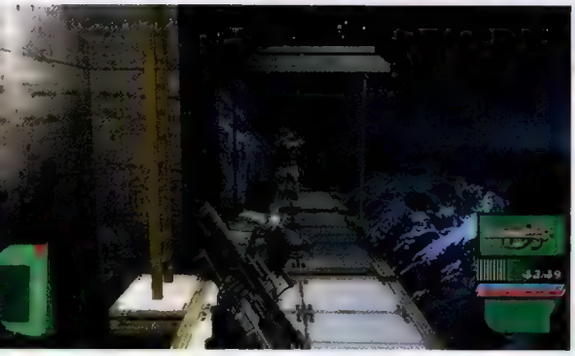


The MON£¥ $HOT

Stopping an enemy with your EDD and then holding ⓡ until the voltage fries him makes us laugh at first, then feel a bit dirty as he screams in pain...

PS2

INFOSTRIP

DETAILS

Developer: Sony
Publisher: Sony
Players: 1-8 online
Memory Save: 416KB

GAMEFAX

Network · Violent · Addictive · Action/Adventure

TRIVBURST

- Take control of Gabe and Lian in a story with plenty of plot twists
- Use a vast selection of gadgets to like tazers and gas darts as you progress

PUBTALK

The smart arse thing to say down the boozer.
"James Arnold Taylor, the voice of Gabe, provided vocals for Obi Wan in *Star Wars: Battlefront II*."

SYPHON FILTER: DARK MIRROR

PSM2 SILVER AWARD

How are you supposed to see yourself in a dark mirror? Never mind – just sit back and revel in the slaughter.

Let's face it, the last *Syphon Filter* on PS2 was pretty rubbish. From the off it felt like it was trying to ride on 24's popularity wave, what with picture-in-picture cut-scenes and overly-dramatic plot twists. But now *Dark Mirror* is here, and it not only reflects the past greatness of this series but sets a benchmark for all action games on PSP. You'll be amazed at how good Gabe and his buddies feel on Sony's handheld. And how bloody violent it is as well.

While displaying some of the strongest visuals on PSP so far (swirling snow-storms and massively detailed landscapes for example) *Dark Mirror*'s controls cause the minimum of fuss. Although every button has one or more functions it never feels anything less than fluid, which is handy when hurriedly taking out the hundreds of Red Section terrorists hunting you down. There's no greater feeling than facing off in a gun battle while pressed flat against some bullet-shielding cover, taking aim using ⊗, ⊡, Ⓐ or ⊙ and then capping troop after troop with headshots. You even get to perform some stealth and environmental kills – like kicking someone in front of a train – to keep the momentum up. It all feels satisfyingly physical. However, there was one strange moment when we snapped a bloke's neck like a wafer and rather screaming, he asked us to pass him a wrench. Odd choice of last words, eh? Plus Gabe's packing his awesome EDD – or high-voltage tazer – which can toast even the toughest of nuts.

HOT PLOT

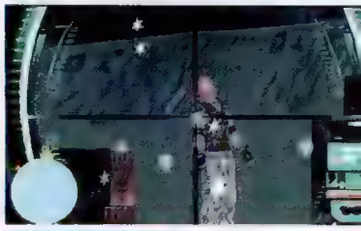
So what's all the maiming actually in aid of, then? Typical stuff, really – rebel cell create chemical weapon, hold world to ransom, dodgy government send in spec-ops to attempt cover up. There's even a love interest and

TAR-GET OUTTA HERE: Most missions consist of blasting your way out of tricky situations.

IVORY GUN: The gun emplacements are your best friend when you become pinned down.

TOP GUN

We've all seen assault rifles in action, but in *Dark Mirror* Gabe's shooter comes packed with a few special features, including a set of darts that can be planted and triggered at any moment. For example, you fire a gas dart into a blokes head, wait until he's near his mates and hit ⓡ to release the poison smoke. But our favourite is the EDT which, when implanted, will electric-shock the urine out of the individual until he croaks it.

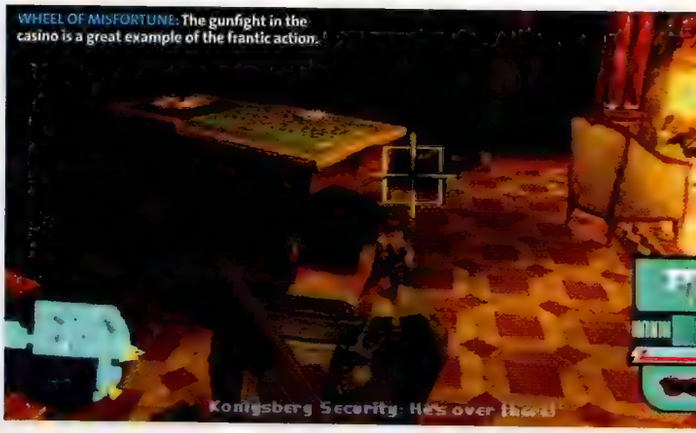


SHOCKY HORROR SHOW: Watching the poor soul shake to death is a brutal, but fulfilling, experience.

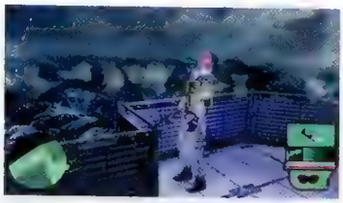
VIRTUAL TERRORISTS

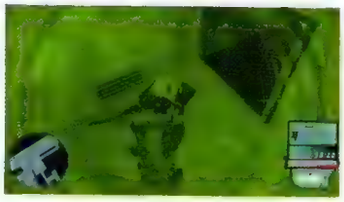
As well as Wi-Fi match-ups, you've also got the chance to take the fight online via *Dark Mirror's* infrastructure mode. Up to eight players can jack in and compete in traditional death-matches and special team co-op tasks such as protecting checkpoints from one another. Then there's a Rogue Agent mode (no, not the crap PS2 *GoldenEye* debacle). In this, you're all working as a team except one of you can shoot your buddies, sparking off a race to find the traitor. They're excellent fun.

KILLER STYLE: You can dress yourself up in enemy uniforms when you fight online or just stay in your regulation garb. It's up to you.



WHEEL OF MISFORTUNE: The gunfight in the casino is a great example of the frantic action.





LOCK-ON ROLL: It's simple to target an enemy, but they'll dive and roll to dodge your bullets.

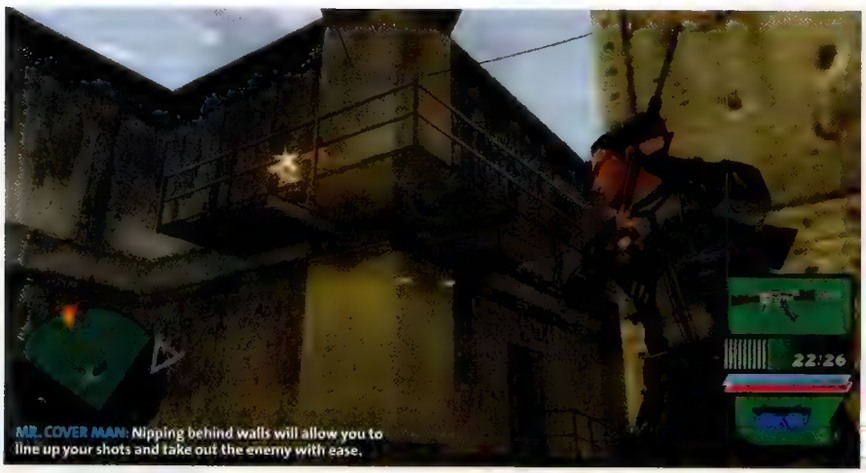
whining little girl crowbarred in too. Yes, the plot is weak like Grandma, but there are a few nice bits along the way. Like working in tandem with Lian (who you control now and again) to inch your way through enemy-occupied areas.Take for example the great bit where she's shimmying across a rooftop and you aid her progress by blasting away enemy soldiers with a gun turret. You're required to help out other people along the way, too, including a factory worker who'll open security doors in return for your assistance. There's also a young UN troop who you guide across pits of radiation in the dark with your torch. It's all carefully orchestrated and helps pad out a forgettable storyline.

"WE SNAPPED A MAN'S NECK AND HE ASKED US TO PASS HIM A WRENCH..."

As well as creeping through murky shafts with your flashlight, you've a set of Sam Fisher-style goggles to help you out – but while you've got the standard issue night-vision and infra-red modes, you're also equipped with EDSU filters which can pick out electronic devices that aren't initially visible. This is key when stepping through areas packed with landmines – one quick shot from distance will sort them out. It's good to have these accessories and at one time or another you'll need them, but *Dark Mirror* lets you attack missions and enemy grunts in a way which suits your style. And because of this, it's fun to play.

You won't find too many original ideas here, but the whole package plays out brilliantly. But just as the ever changing action hits its peak – like battling specially armoured soldiers, or the unexpected tank attack – you're hit by a massive increase in difficulty. More troops with harder armour is fine, but it's no fun being shot to pieces over and over again. And that denies it a score in the 90s. Still, it's by far one of the most entertaining action games we've played – and that includes most things on PS2. **Nathan Irvine**

Dark Mirror is out in summer.



MR. COVER MAN: Nipping behind walls will allow you to line up your shots and take out the enemy with ease.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fantastic blend of action and stealth. – Really just an exercise in running and shooting.	+ Lush environments and nice character design. – There are a few problems with collision detection.	+ Good pace-setting score and brutal death cries. – Voice-acting can be repetitive at times.

LIFESPAN

The stats system is more than enough reason to replay missions and there's a great online mode too.

MINUTES — YEARS

IT'S BETTER THAN...
PRINCE OF PERSIA REVELATIONS

IT'S WORSE THAN...
LIBERTY CITY STORIES

The slickness and variety on offer makes this stand head and shoulders above its competition. After *GTA*, *Syphon Filter* is definitely *the* action game to own on PSP.

88

The MONEY SHOT
Popping up from the sunroof and blasting your opponent to pieces feels satisfying. Especially when you hit them with a double-barrelled shotgun.

SHOT IN THE CITY: Automatic aiming allows you to concentrate on driving while ripping hot lead at racers.

WORD ON THE STREET

Here's an actual example of the dialogue *Street Racer* treats you too. Don't understand all this newfangled 'urban' speak? Don't panic – we've translated it into the Queen's English. Good old us.
Ludicrously stereotypical ghetto speak:
'Whattup, Playboy. Listen here – I need you to blaze the streets and ride these weak ass ridas. The only thing homie – don't be the last rida at each lap. If you are – you'll be kissin' daisies. Ya heard. Holla back atcha boy."
Now in the proper Queen's:
"What ho, chum. I have information to impart. I would like you to perambulate to the street and race some fellows whose driving skills are questionable. Beware, my friend – if you're in final place after each circuit, you'll pass away. Have you got that? Give me a call soon. We'll go for a Darjeeling. Etc."

JIVE TALKIN': The dialogue between characters is nonsensical at the best of times.

STREET RIDERS

Rumbled. This shoddy racer may have a new license plate, but we'd recognise this nonsense anywhere.

INFOSTRIP

DETAILS
Developer: Virtuos
Publisher: Ubisoft
Players: 1-8
Memory Save: 180KB

GAMEFAX
Driving · Violent · On-Rails · Network Play

TRIVBURST
- 66 missions and 14 different modes.
- Link up with seven other people in a battle...
- ...or form a team and hit the streets in Co-Op mode. Vroom.

PUBTALK
The smart arse thing to say down the boozer.
"The voice of Buck, Larenz Tate, appeared in two Oscar winner movies – Ray and Crash. Bet this is at the top of his CV then."

There's not much reason to remember *187 Ride or Die* on PS2 – the flash in a pan race-and-shoot title was fun for while, but its lasting appeal questionable. It didn't exactly sell many copies either. So it's surprising that Ubisoft have rolled it onto PSP and even more surprising that they've actually made it worse. And don't think we're fooled by the swift name change, either.

If you ever want to demonstrate the greatness of PSP's visuals don't bother firing up *Street Riders*. The jaggy visuals – complete with glitches that, at times, makes the track disappear entirely – are reminiscent of the early PSone days. They're honestly *that* poor. Aside from the visuals, the core of the action skids down Forgettable Drive and into Monotony Cul-De-Sac.

"STREET RACER SKIDS DOWN FORGETTABLE DRIVE AND INTO MONOTONY CUL-DE-SAC"

Courses soon blend into one industrial wasteland, with a number of the tracks just mirrors of earlier efforts. Blowing up the opposition with the girth of weaponry available (from AK-47s to bazookas) feels satisfying for the first few times, but soon has you grabbing *Pursuit Force* just to wipe the dirty feeling of drabness from your eyes.

MEET AND STREET

Fortunately, not all of *Street Riders* revolves around the tedious drive-by exhibition. It's broken up into sections – one moment you're outrunning the cops down a freeway, gun-less, and the next you're escaping from a multi-storey car-park with a gang of angry thugs on each level. This ramps the interest level right up – from sheer tedium all the way up to total indifference. Wow.

The script seems to have been written – we presume – by a middle-aged man whose sole reference to urban culture is a hazy recollection of watching Boyz In Da Hood one drunken evening. And there's a distinct lack of ideas, but those present are bizarre – it has race rankings, for instance, but what's the point if only a first-place finish lets you progress? Odd. Forget this one. You'd be better off with *Pursuit Force* – it rams this lame effort off the road and into a lay-by. **Nathan Irvine**

■ *Street Riders is out now*

STREETS OF RAGE: The aggressive AI will try to run you off the road, so be prepared to fight.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Action-packed racing and shooting never lets up. – It's been done before and much better.	+ The handling isn't too bad at all... – ...but everything else looks really shabby.	+ Erm, some of the soundtrack is OK. – The dialogue is stupidly over-the-top.

LIFESPAN
There are loads of missions and the option of Wi-Fi battles, but its replay value is marginal due to the relentless monotony.
MINUTES ... YEARS

IT'S BETTER THAN...
GRIPSHIFT
IT'S WORSE THAN...
PURSUIT FORCE

Just another PS2-to-PSP port, and one of a game that nobody cared about in the first place. And with it looking like an old PSone game, it's certainly not pushing PSP's limits.

5.1

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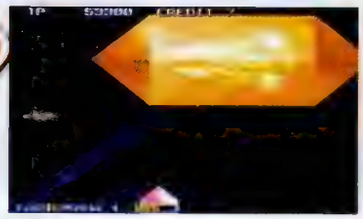
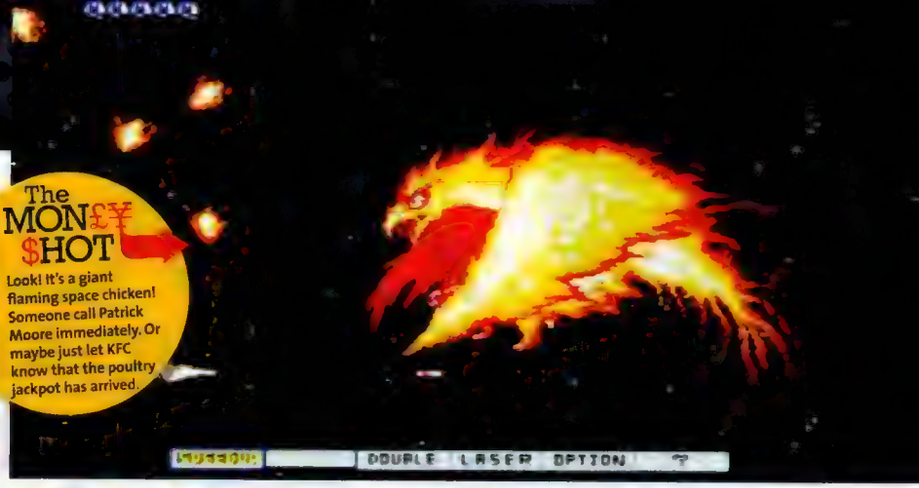
HARD LINE: Some of the bosses require the dexterity of a juggling surgeon.




The MON£Y $HOT
Look! It's a giant flaming space chicken! Someone call Patrick Moore immediately. Or maybe just let KFC know that the poultry jackpot has arrived.
DOUBLE LASER OPTION

WORM FRONT: Aaaah. Who can forget the famous 'space desert' level ...hello?

INFOSTRIP

DETAILS

Developer: Konami
Publisher: Konami
Players: 1-2
Memory Save: 89kb

GAMEFAX

Shoot 'em up | Old School | Hard | Network Play

TRIVBURST

- The original was one of the first games to feature power-ups.
- In Europe, *Gradius* was renamed *Nemesis*.
- The game spawned three spoofs, *Parodius Da!*, *Gokujyo Parodius* and *Sexy Parodius* – that replaced aliens for penguins and fluff.

PUBTALK

The smart arse thing to say down the boozer.
"The *Gradius* series spawned a shooter called *Life Force* that replaced outer space for inner as you blasted your way through the human body. In total there have been nine 'types' of *Gradius*."

GRADIUS

It's true that there's no going back – but you can certainly have a blast trying to get there.

Oh boy, there's nothing like dipping your toe into the past and revisiting childhood memories, is there? Well, providing you had a fun childhood, that is, and weren't beaten up at school on a regular basis because you smelled of fish and had a cleft lip. But if your childhood included hours wasted on *Gradius*, then you can now start squealing in delight. If you can squeal with a cleft lip that is, freak child.

This collection of classic side-scrolling shooters contains *Gradius 1, II, III, IV* and *Gaiden*. From the original blaster released in 1985 to the technically more impressive and option heavy *Gradius IV*, the titles in *Gradius Portable* are something of a mixed bag. Some editions of the series, such as *Gradius II* and *Gradius III* have retained their addictive, sharp qualities, while others such as *Gradius IV* have bulked out into overblown blasters that require less skill to complete, and can be barged through with indiscriminate firing and the large amounts of continues.

But if you've never heard of *Gradius*, you might be asking how it plays. Well, the screen scrolls from left to right and you have to shoot everything. Easy. (And surely you can tell this from a cursory glance at the screenshots, anyway?) Alien ships, alien space crabs and even giant alien bubbles. Whatever. If it moves, shoot it. But life in *Gradius* is a little more complex than just hammering the fire button. A dead alien will drop a power orb which, once collected, will highlight a bar at the bottom of the screen. The more orbs are caught, the more upgrades you can collect. Essentially, your skill on the stick will determine what weapons you can select, be they spread shots, lasers or bombs. It's a simple gimmick but one that stands *Gradius* out from the 2D crowd and affords the blunt shooting a degree of tactical thought.

Each game in the series developed this idea a little further by adding in new weapons or, in the case of *Gradius IV*, offering you the chance to custom-build your weapons line, putting the most used upgrades first and the least used last. In doing so you can adjust the way you play, whether you choose a defensive or attacking weapons line.

Of course as well as the weapons system, Konami updated the graphics, enemies and pacing of each game they released. The fire dragons that appeared midway through level two of *Gradius III* became liquid metal dragons in *Gradius IV* for instance. It's here that this collection will draw in the devout retro buffs. You don't get many chances to hold a complete catalogue of a classic game series in your hand and watch it develop, after all, and in doing so you're able to pick your favourite edition and way to play. The hardest

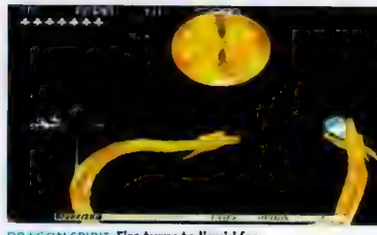
"THE SIMPLE COLOURS, ALIENS AND LANDSCAPES HAVE RARELY LOOKED BETTER THAN ON PSP"

HARD TO BEAT: Expect bullets to explode from every one of this bosses' arm-type things.

EVOLVING A SHOOTER

The handy thing about putting five of the *Gradius* titles onto your PSP is that you can check out how the series evolved as time passed.

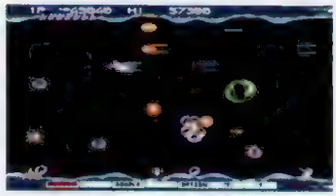
The claw monster at the end of stage two in *Gradius* evolved into a giant crab by *Gradius III* and the fire dragons turned to liquid metal for *Gradius IV*. It's a history lesson in your hand.

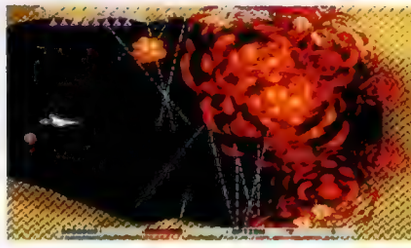


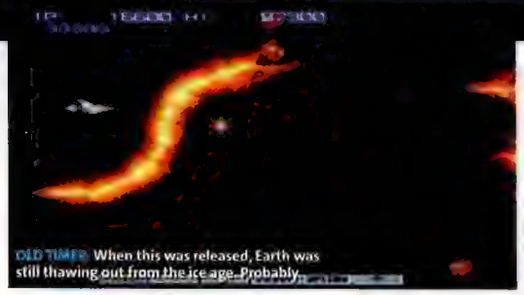
DRAGON SPIRIT: Fire turns to liquid for *Gradius IV*'s mid-level bosses.

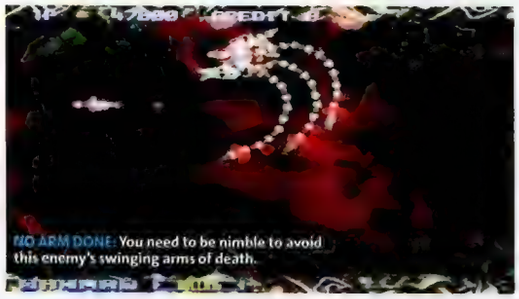
FLOWER POWER: The bosses change in looks but their attack patterns don't.

SCENE SETTER: As with the aliens, the settings are given an overhaul each game.






OLD TIMER: When this was released, Earth was still thawing out from the ice age. Probably.


NO ARM DONE: You need to be nimble to avoid this enemy's swinging arms of death.

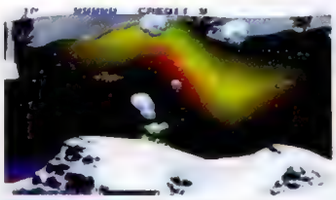
CHOOSE YOUR GUN

The weapon system found in *Gradius* was a big deal back in 1986 – no 2D shooter had offered gamers the chance to upgrade their ships before .

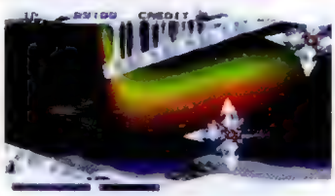
The system was (and still is) simple. Collecting orbs dropped by deceased aliens upgrades the ships and the more orbs you get, the more powerful the weapon. In the original, this was limited to speed boosts, lasers, spread shots and double shots. The later games in the series offered rebound lasers, bombs and homing missiles as well as the option to customize your Vic Viper's weapons line. Good *Gradius* players will memorise a level's layout, attack patterns and bosses to time when and where to use a particular weapon.

DOUBLE SHOT: One of the first upgrades on the list makes short work of multiple enemies.

LASER: The classic beam weapon will destroy anything in front of you, but is slow to charge.

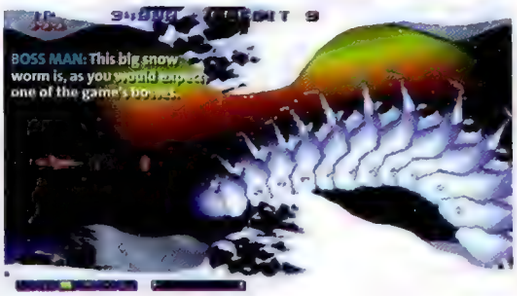

REBOUND LASER: The rebound laser makes mincemeat of anything on screen – cheap.

CUSTOM LINES: Brought in for *Gradius IV* you can now tweak your weapons for max effect.



DODGE CITY: There's nothing better for *Gradius* fans than weaving between Cheerios in space.

of the hardcore will always plump for the original *Gradius*, but in terms of playability the sequel is arguably the best and, like many games, the latter editions the worst – the attack patterns aren't as tight and the levels often too cluttered in a bid to throw as much stuff at the screen as possible in order to excite. Which is a bit of a shame.


BOSS MAN: This big snow worm is, as you would expect, one of the game's bosses.

DREAM SCREEN

On PSP, though, they *all* work surprisingly well – the handheld's uniquely bad D-pad actually suits this type of simple 2D game perfectly. Also, the screen is a blessing. Its hi-res display, condensed size and widescreen format make the 2D sprites look incredibly stylish. These games' simple use of colour, fantasy landscapes and bizarre creatures have rarely looked better than they do on the small PSP screen.

Of course, the die-hard retrophiles will be furious that these games have been stretched to widescreen, which is why Konami has included the fan-appeasing option to play in the original screen format. However, just as the fat-fisted fanatics have stopped pummelling vitriol into their blogs, they'll spy the save anywhere option. What?! Save mid-level in *Gradius*? Are you insane?

Well, in terms of authenticity, this is a blight on the series, but in terms of handheld gaming it's a godsend. Whatever next, unlimited credits? Well, we hope not.

This collection has its highs and lows and some editions of the *Gradius* series work better than others. The conversion to PSP though is slick, incredibly addictive and Konami has included enough details – such as the save option and artworks to unlock – to ensure that playing is never a hassle and constantly rewarding. *Gradius Portable* is certainly one of the more enjoyable nostalgia trips you'll have. And it'll never take the piss out of your body odour either. **Ian Dean**

■ *You can import Gradius Portable now, or wait for the UK release in September this year.*

TERRAIN PATRICK: It's not all space – there are mountains and grass too. Wooo.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Classic old-school blasting at its simplistic best. – Some versions are better than others.	+ Simple but stylish designs pact some set-piece thrills. – Very old-fashioned. But then, it would be.	+ Plinky midi tunes imbued with drama. – Dramatic or not, they're still plinky midi tunes.

LIFESPAN

You'll find your favourite amongst the five *Gradius* titles and keep coming back. And some are exceptionally tough.

MINUTES — YEARS

IT'S BETTER THAN...
MIDWAY ARCADE TREASURES

IT'S WORSE THAN...
ME AND MY KATAMARI

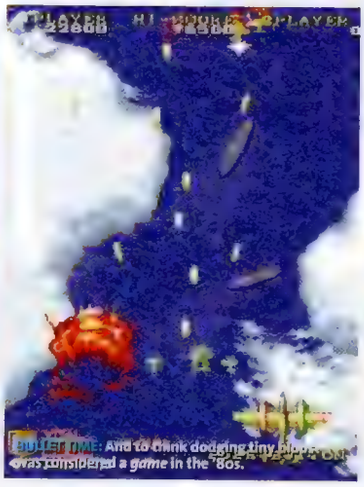
Five similar games may seem trivial compared to *Capcom Collection*'s dozen or so, but the quality shines through. Once you discover the earlier editions of *Gradius*, you'll be hooked.

79

STRIDER – JUMP: Strider can slide around and stuff. It's hardly *God Of War* though.

STREETS OF RAGE: Could the original *Street Fighter* look any more rubbish? No.

TOP OF THE CLASS: Boring top-down shooters make up a large part of this collection.


BULLET TIME: And to think dodging tiny flipping bullets was considered a *game* in the '80s.

STRIDE LOAD: This is *Strider* in all its 'glory'. It's a side-scrolling platformer. Amazing.

THE MILF OPINION

Yes! I'm back! Just as I strongly disagreed with the low score we gave *Capcom Classics* on PS2, I, well, mildly disagree with this. It's got *Side Arms* on it – whee, bang, bang, bang! I lurve it. *Bionic Commando* too. There's nothing better than slowly leaping about a pixellated forest, friends. And *Strider* – roooaaarrr! That's one of the best platformers ever! Better than *Ratchet!* Well, kinda. The rest of this lot is rubbish, mind, but you can't have everything. I love most old games, though. They make me feel like a kid again. I pine for my childhood.

The MONEY SHOT

There's a sort of refreshing, simplistic charm to some of the games. But this is quickly replaced by deep, deep disdain.

INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1 – 2
Memory Save: 192kb

GAMEFAX

Action
Budget
Retro
Shit

TRIVBURST

- 20 games from Capcom's 'glory' days.
- Wi-Fi multi-player for you and a mate.
- Bonus content – concept art, movies and soon. The excitement, eh?

PUBTALK

The smart arse thing to say down the boozer.
"Captain Commando of *Section Z* used to be Capcom's mascot until Mega Man came along. Poor Captain Commando."

CAPCOM CLASSICS COLLECTION REMIXED

Surely every single old game ever has been on a retro package by now. *Surely?*

What a great collection! First we have *Side Arms*, a side-scrolling shoot-'em-up that lets you fire *in three directions*. Now *that's* amazing. Then there's *Legendary Wings*, a top-down shoot-'em-up that has almost *five* levels. Mamma mia! Then it's time for *Forgotten Worlds* which is an *awesome* side-scrolling shoot-'em-up featuring *six* different enemy types. Excited yet? You should be! And the fun continues with side-scrolling shooter *Bionic Commando*, top-down shooter *1942*, a side-scrolling, yes, shooter in *Section Z*, *another* top-down shooter in *Varth*... need we go on? You're already whirling with excitement at the mere *thought* of playing all these classics, aren't you? Forget *Resident Evil 4* – *this* is where it's at. *This* is hardcore.

We're being 'hilarious' of course. We really don't like this and even the inclusion of the half-decent *Final Fight* can't save it from oblivion. These games might've been mould-shattering at the time, but playing them now is like eating a plain cheeseburger when you could be having a Big Mac covered in relish and onions and pickles.

STREET CRIME

And, shamefully, the version of *Street Fighter* they've included isn't *SF2*, but the creaky old original where Ryu looks like the elephant man and you die after two punches. If they'd included *SF2* we'd have given it at least another ten percent, but Capcom are saving that for – yes! – *Capcom Classics Collection Reloaded*. End of the year for that, kids. But anyway, if you were ever a fan of the tepid original, then your dreams have come true.

CCCR does, however, contain the mystifying *Quiz & Dragons*. It's a bit like Dungeons & Dragons, only it has a *quiz* attached to it. Playing as a ninja, a warrior or an elf, your task is to traverse the wilds of somewhere-or-other by answering outdated trivia questions only an American would know the answer to. Who played quarterback for the Miami Dolphins in 1981? Buuuh. We'll get back to you on that. And *what* a name. All they've done is replace 'dungeons' with 'quiz'. How lazy is that? It's like a rubbish pub quiz machine, except without the promise of winning a quid at the end.

We can't wait for *Capcom Classics Reloaded*. **Andy Kelly**

■ CCC Remixed *is out now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ You know the drill – shoot, move, shoot... – ...shoot, move, shoot, move. Repeat ad infinitum.	+ *Final Fight* is quite colourful. – Not *exactly* making full use of PSP's capabilities.	+ It has the *SF2* menu sounds! (But no *SF2*.) – Bleep, bleep, bleep. Repeat this ad infinitum as well.

LIFESPAN

You'll play each game for five minutes, so that makes it 100 minutes long, give or take a few. Longer than some games, actually.

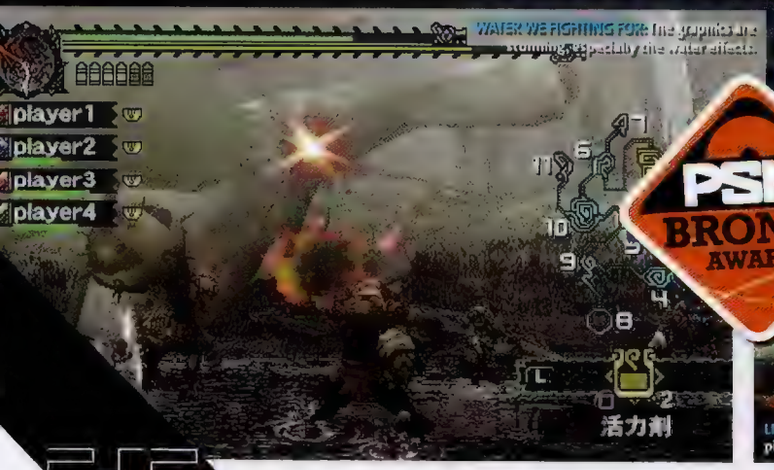
MINUTES ... YEARS

IT'S BETTER THAN...
MIDWAY ARCADE TREASURES 3

IT'S WORSE THAN...
STREET FIGHTER ALPHA 3 MAX

Don't be fooled by the nostalgia factor – these games are tired and outdated. That you can put them in your pocket and play them anywhere doesn't actually make them any more *fun*.

33



PSM2 BRONZE AWARD

INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1-4
Memory Save: 245kb

GAMEFAX

Action · Sequel · Network Play · Hard

MONSTER HUNTER FREEDOM

The massive monsters shrink down to fit your hand, but the hunt actually gets *better* as a result.

PS2 role-player *Monster Hunter* was never the *Final Fantasy*-style online epic it purported to be. On PSP, though, it's a different story, because not only is it less reliant on network play, but the basic format of the game flourishes in the context of a handheld. Having everything condensed in the palm of your hand makes grinding your way up to a sufficiently high level less of a chore and you find yourself gaining strength much more quickly. As a result, you're able to tackle the bigger beasties without having to sit on the couch for five hours killing wild pigs with a dagger to level up.

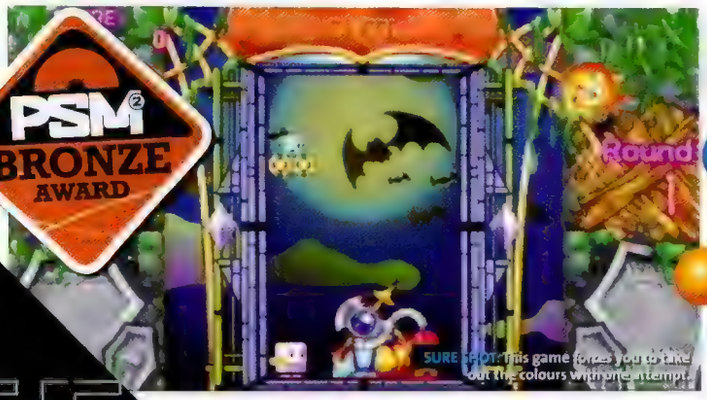
And to suit the single-player orientated nature of *Monster Hunter Freedom*, Capcom have adjusted the missions to focus less on online co-op, meaning you can tackle them on your lonesome without the woes of the previous game. This makes it feel like a worthy title in its own right and you never get the impression that you've been short-changed if you've no mates to play it with. They've also included the Felyne Kitchen who, somewhat bizarrely, are a group of cat-faced chefs who combine collected ingredients to make stat-boosting, health-restoring recipes. It's basically better than its PS2 counterpart and if you're after a decent handheld RPG, look no further. It's almost worth it just to admire the stunning visuals. **Andy Kelly**

■ *Monster Hunter is out on May 12th.*

PSM2 VERDICT

An epic RPG quest that rewards patience. It's slow-paced, but once you're strong enough to tackle the bigger monsters it really shines. Just don't expect anything ground-breaking.

74



PSM2 BRONZE AWARD

INFOSTRIP

DETAILS

Developer: Taito
Publisher: 505 Game Street
Players: 1-2
Memory Save: 192KB

GAMEFAX

Old Skool · Network · Puzzle · Addictive

BUST-A-MOVE GHOST

The ancient old game gets another outing, but its bubble doesn't seem about to burst just yet.

For a series that has been around for 12 years, this simple but effective puzzler has never felt better or been more addictive. With ten new puzzle modes (more on these later) and the compulsory Wi-Fi option to battle your mates, it feels fresh like the Prince of Bel-Air.

Bust-A-Move Ghost is another example of why uncomplicated puzzlers are dominating PSP right now. OK, so bursting a few coloured balls isn't everyone's idea of fun, but just like Pringles, once you pop you can't stop. Or something. As you bounce your bubbles to chain three of the same colour and eventually clear the screen, the minutes turn into hours. It's got the usual power balls, ranging from explosive to cannon rounds, which plough through the rest unstoppably. And each of the ever-changing levels – which, if we're nit-picking, never seem drastically different to the previous ones – provide hours of fun without ever being too taxing.

As for new variations, *Bust-A-Move Ghost* has a selection of modes, including Shot, which is like a pool table trick-shot. And there's a tough game where the launcher moves – making aiming even more harder.

OK, so it's not the most technically brilliant game you'll play this year, you'll eventually get tired of its repetitiveness and it's certainly no *Lumines*, but *Bust-A-Move Ghost* is ideal for whiling away long journeys or bursting otherwise empty pockets of time. **Nathan Irvine**

■ *Bust A Move Ghost is in stores now.*

PSM2 VERDICT

This colourful conundrum is worth a look if you like your gaming in bite-size bits. It'll become monotonous eventually, but for a while it's more addictive than jam doughnuts.

72

"THE KONG IS ON"

KING KONG: SPECIAL EDITION

Peter Jackson swaps Middle Earth for Skull Island in search of a movie monster classic...

After the Lord Of The Rings trilogy made more money than most small countries in Eastern Europe, scooping hatfuls of Oscars and hailed as possibly the greatest fantasy epic ever shoved on screen, no one could blame Peter Jackson if he next made a small film about yak herders in rural Slovakia. Fortunately, there was a far more impressive project in the Kiwi director's mind: his cherished plan to remake King Kong. With the help of his Rings production team, Jackson has cranked out his dream vision for Kong – loads of dino-fighting action, a return to the iconic gorilla/plane scrap atop the Empire State Building and plenty of other set pieces to keep adrenaline junkies bouncing.

"WITH THE LOTR PRODUCTION TEAM, JACKSON HAS CRANKED OUT HIS DREAM OF KING KONG"

But at the same time, he's also realised that the original movie had about as much character development as the back of a cereal box. So now we're treated to layered interpretations of Ann Darrow (Naomi Watts), Jack Driscoll (Adrien Brody) and Carl Denham (Jack Black, switching off his usual crazy guy persona for something a little more nuanced). Which is all well and good, but none of it could work without the triumphant main ingredient: Kong himself. Thankfully, Jackson has a trump card to call on in the form of the talented types at Weta Digital. The Kong of his mind is a living, breathing, feeling, raging beast; an ultra-real ape that just happens to be somewhat taller than normal.

STARRING
- Adrien Brody
- Naomi Watts
- Jack Black
- Colin Hanks
- Kyle Chandler
- Andy Serkis
- Jamie Bell

DIRECTOR
- Peter Jackson

CERTIFICATE
- 12

PRICE
- £24.99

RELEASE
- Out Now

GORILLA GRAM

But though there's plenty to praise here, Kong didn't arrive quite as perfectly formed as the Tolkien trilogy. There are moments where the plot drags (such as any time on Skull Island without dino-action) and – for such a talented effects team – the strain of a quick turnaround shows noticeably sometimes. It's almost embarrassing to watch how much the Bronto stampede looks less like a pulse-pounding movie moment and more like, well, a group of actors running away from imaginary reptiles. Kong's box office success might not have rivalled his big three, but faults aside, Jackson should be happy with this. We are.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Amazing central character. – One or two awful effects moments.	+ Some nice performances from the cast. – Plot holes aplenty spoil it a little.	+ The Post-production diaries are great. – Yet it's still lacking in content a bit.

EXTRAS

This feels more like the first stab – you just know they'll have the super extended edition out before you know it, so wait and see what that brings...

IT'S BETTER THAN...
KING KONG (1976)

IT'S WORSE THAN...
THE LORD OF THE RINGS:

Not as good as Lord Of The Rings, but it was never really going to be. All the same, King Kong's a fantastic spectacle and certainly worth owning.

87

"DOOM BUT NOT TOO MUCH GLOOM"

DOOM

Lock and load for this game adaptation...

STARRING
- The Rock
- Karl Urban
- Rosamund Pike
- Ben Daniels
- Deobia Oparei
- Richard Brake
- Brian Steele
- Razaaq Adoti

DIRECTOR
- Andrzej Bartkowiak

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

Alongside comics, game adaptations have become the latest place for Hollywood to find source material. Halo is in the middle of development, Silent Hill will hit cinemas shortly and everyone remembers Street Fighter (though we wish we could forget it). Sadly, despite a hype-laden build-up, Doom is a decidedly forgettable adaptation. Even though it boasts some nifty adherence to the game's style (we even get a first-person shooter sequence guaranteed to make unfamiliar audiences lose their lunch), Doom comes off as a balls-out, brains-missing blast-a-thon. Which is fun for a while, but easily makes you wish you were playing, not watching.

DOOMED DECISION

The cast make the best of a mangled script – a squad of marines heading to a Mars research base to investigate the results of a very botched experiment – but there's only so much you can do with laughable dialogue and a load of seen-it-all-before moments. True, the filmmakers collaborated with ID Software, but this hasn't helped up the quality; all it means is that the beasties look authentic. But if all you really need from a Doom film is a bunch of grunts with guns shooting monsters, then welcome to your own personal heaven. Just try not to get too sick of it all...

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ The Rock is really very good in this role. – Shoddy plot and dialogue wreck it a bit.	+ Loads of astonishingly big guns. – Nothing you've not seen before, all in all.	+ Lots of featurettes, that's for sure. – All of them are pretty dull, however.

EXTRAS

If you wanted to watch the actors in training or find out how they made the first-person sequence, then game on. But it's all such unoriginal stuff, for the most part.

IT'S BETTER THAN...
STREET FIGHTER

IT'S WORSE THAN...
RESIDENT EVIL

Doom is certainly one of the better game-to-movie adaptations, but that's not really saying much. Just about worth watching, but forgettable.

60

THE CHRONICLES OF NARNIA:
THE LION, THE WITCH AND THE WARDROBE

STARRING
- Tilda Swinton
- Georgie Henley

DIRECTOR
- Fernando Meirelles

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

Average. It's the sort of damning-with-faint-praise description often meted out to films like this first Narnia attempt. Make no mistake, it's perfectly fine to watch, with kid actors who err on the side of charming instead of sphincter-tightening annoyance, and the effects are OK. But it still can't help but feel like a low-rent LOTR. There's the usual gathering of fantasy creatures and a noble plot line about sacrifice and doing the right thing, torn straight from CS Lewis' original novel. But despite boasting source material from decades ago, too much of Wardrobe feels like leftovers from other stories. Thank goodness, then, for Tilda Swinton, who steals the film with her portrayal of the White Witch.

65

NIGHT WATCH

STARRING
- Konstantin Khabensky
- Vladimir Menshov

DIRECTOR
- Timur Bekmambetov

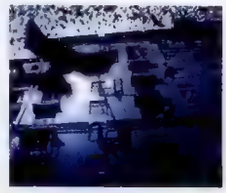
CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

Timur Bekmambetov (try saying that six times fast) caused a sensation in his native Russia with this fantasy epic that transplants an ancient struggle between the forces of light and dark to modern-day Russia. It's not quite as revolutionary as the Russian reaction (it actually made more than Lord Of The Rings at the box office) would indicate, but it's still a cracking take on vampire/demon action. Its Russian setting gives it a nicely morose feel, with our 'hero' a decidedly downbeat sort who doesn't really want to face his responsibilities. Not perfect, by any means, but if you love it, celebrate – Night Watch is the first part of a trilogy; Day Watch and Dusk Watch are on their way. No mention of Teatime Watch as yet, though.

62



Films from another space and time

ANIMANIA

DIAMOND DAYDREAMS V2

The stuff of dreams is a cloudy haze – that is, until one comes true. Take a trip up north for a series of stories from six women and their trials of love, loss and life in Hokkaido. Kyoko is an aspiring young filmmaker and creating compelling stories and capturing them in an engaging way has become her only goal in life. Quite sweet and surprisingly moving stuff.

66

MYTHICAL DETECTIVE: LOKI RAGNAROK

Odin's minions have failed him time and again, so the father of the gods sends the Norns after Loki. But this isn't your usual trio of assassins: these are the goddesses of fate themselves! And as if that wasn't enough, Hati, the giant wolf, has come to swallow the moon. Oh no! Can the father and son team stop the creature? Yep. Oops, we've ruined the ending.

71

MABURAHO: VOLUME 01

Kazuki has had to endure a lot this school year – he died and became a ghost. Never fear though, some devoted hotties may have stumbled upon a cure. Kuriko and Rin believe they can restore Kazuki's body by collecting his ashes. However, Shino delivers some shocking news that may derail their plans permanently. Thoroughly daft, but perfectly entertaining.

81

ALSO RELEASED

GREEN WING SEASON ONE

Out Now Cert 15 Price £24.99

Shot in a wild, splinter-editing style and loaded with odd characters, Green Wing is hospital humour with an extra treatment of cynicism. Great stuff.

71

GET RICH OR DIE TRYIN'

Out Now Cert 15 Price £19.99

50 Cent wanted to make his own 8 Mile, but sadly this based-on-reality semi-biopic is about as interesting as eight miles of the M25 and feels twice as long.

40

THE FAMILY STONE

Out Now Cert 12 Price £15.99

For American filmmakers, a family of offbeat oddballs is a rich source of comedy. And The Family Stone mines it with style and charm. Thoroughly entertaining.

69

FAMILY GUY: SEASON 4

Out Now Cert 15 Price £24.99

Saved from cancellation by DVD sales, Family Guy continues to stretch boundaries and throw more pop culture jokes in minutes than hours of Scary Movie sequels.

79

COMING SOON

© WARNER BROS / 20th Century Fox / Buena Vista / Universal / UIP

SCARFACE:

THE WORLD IS YOURS

First you get the guns, then you get the driving, then you get the drug-dealing asset management...

Say hello to the new look *Scarface*. When we last saw the game, at E3 in May 2005, it limped along as a *GTA*-wannabe starring the back of Al Pacino's head. Now it's got the city, it's got the driving, it's got the gunplay, proper Pacino approval and, with little else to fight it on PS2 this winter, Tony Montana could be going all the way to the top.

And what better place to show off the all-new *Scarface* than the Los Monteros Hotel in sunny Marbella? Well, how about Miami, the setting of the film? While that would have been 'nice', the sheer size and expense of the *Scarface* event would have incurred a cost even Mr Montana couldn't stomach.

Such is the buzz behind the new game that 250 of the world's finest hacks were treated to a weekend of five-star luxury, the highlight of which was the unveiling of the new *Scarface* – and one word was on everyone's lips. 'Balls'.

Yes, balls. And, as Tony says, "he don't break them for no-one". In fact, through stylish play and taunting of enemies he can even make them bigger. *Scarface* is a third-person action game in the *GTA* mould. However, what set out as a simple clone has had multi-layers of newness added during the extra year in production. The city is bigger. More detailed. The driving is sharper and the gunplay is now supercharged with all the balls-out bravado of the ultra-violent movie. So say hello to my leeeeettle 'balls meter' (bottom right of the screen). As you carve your way through waves of Colombian cannon-fodder (the last climactic battle scene of the movie is the first level of the game) you can hit ◎ on the pad, raise your hands aloft and dispatch one of countless taunts, 90% of which are too explicit to type here. Suffice to say that "your mother" features prominently.

This is a game that doesn't take itself too seriously. In fact it doesn't come across as serious at all. Just like in that final scene, Tony is almost indestructible. Unlike the movie, however, he makes it out of the house to safety where he plans his revenge and aims to regain the power, money and women that he lost.

> **"THE MORE SKILLED AND DARINGLY STUPID YOU ARE, THE BIGGER YOUR BALLS..."**

The run-and-gun gameplay is a mix of auto-lock instant gratification, free-aiming skill-shots and daring taunts that leave you wide open to a multi-bullet hammering. The more skilled and daringly stupid you are the [cough] bigger your balls. The meter in the bottom right fills and 'Balls +30' flashes on the screen. Take a cheap shot in the back and it's 'Balls -10'. Max out your 'balls' and you're rewarded with a Blind Rage first person mode where you score

SEE SAW: Tony never actually used a chainsaw in the film, but that hasn't stopped the developers from including one.

GUNNING FOR GLORY: Any car can be borrowed. And by 'borrowed' we mean 'taken by force with a machine gun'.

one hit kills – essential if you're to make it through the swarms of hoodlums stupid enough to get in the way of your cocaine-fuelled rampage.

HIGH AND MIGHTY

So it's about balls. And coke. Lots of it, too. Other games may hide their narcotics in 'packages' or allow you to get high on 'X', *Scarface* plays it straight, slinging in a drug-dealing management game beside the gunplay. It's all about meeting your supplier, buying cocaine then selling it to dealers across Miami.

Doing drug deals involves something less glamorous however – jabbing buttons to work the swing-o-meter which operates the game's 'Intimidation Meter'. Find your supplier then time your button presses to pull off the deal. The better your negotiating skills, the better the price you get. 'Balls' it up and the deal goes bad, meaning you've got to shoot your way out.

Same goes at the dealer's place. Buy low, sell high, make money. And once the cash is in your pocket, you've got to take it to the bank and button-tap yourself a good money laundering deal.

"IT'S ALL ABOUT COKE. AND LOTS OF IT AS WELL"

Get caught with cash on the way to a deal and you'll lose the lot.

Getting between deals involves *GTA/Driver* style car-jacking. Miami is lit with the full power of PS2 and looks and moves in a manner as accomplished as anything we've seen from Rockstar or Reflections. A radar system keeps you on track and the city is riddled with shortcuts and jumps to help a fleeing mobster lose his tail. As you explore and deal you take possession of zones of the city. Your goal is keep murdering and dealing until 'The World Is Yours'.

We've great respect for *Scarface* and the decision to hold it back until late in PS2's life (October – just before the launch of PS3) shows that Vivendi know they've got a potential winner on their hands. More than that, they've got balls.

PSM REDUX: *More? We're little else to fight it on PS2 this autumn, and the 'Tony' setting means that it slips right in line behind GTA: Vice City. We're yet to get hands on with the beast, though, so only time will tell if this rag-tag mobster-made-millionaire can truly make good on its promises.*

PIMP MY MANSION

You can steal cars or buy them and add them to your garage with the profits from your deals and, similarly, you can buy swimming pools and gadgets to 'improve' your mansion. Then, when you're out 'doing business' a call to your driver will have your chosen wheels brought to you – ideal for when you need a Lambo to get you out of trouble.

ON THE RUN: Call up your driver and get a fast car to make a quick getaway. Such is the life of a coke-smuggling criminal overlord.

GOOD LOOKS: Attract sexy women by pimping your mansion out with swimming pools and other fineries. Like real life. Sort of.

DRIVE TIME: This shot reminds us of *Driver*. Or any number of free-roaming crime games.

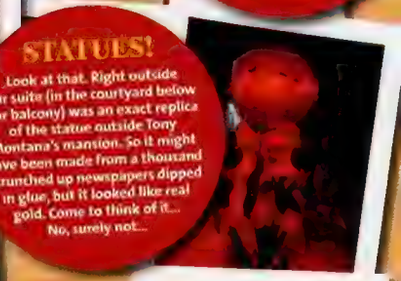
OOH CAR: The range of vehicles on offer is huge, including these muscle cars.

GREETINGS FROM MONTANA ENTERPRISES!

Picture the scene. 250 of the world's press. A swanky five-star beach resort and the premier of the new-look *Scarface*. In an event rumoured to have cost £500,000, it was as though Tony Montana was not only footing the bill, but writing the itinerary. Let three days of insanity begin.

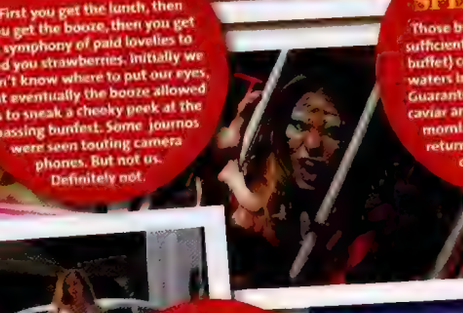
FOOD

A lavish Mediterranean buffet that included every sort of meat and fish known to man – available at breakfast, lunch and dinner. After mixing and matching Italian, Spanish and French cuisine on one plate, we settled in with a cheeseboard so big you could have sailed home on it. [This is a lie, by the way.]



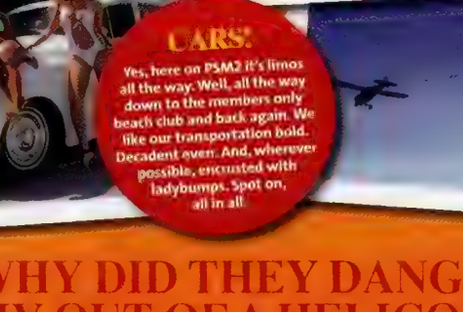
STATUES!

Look at that. Right outside our suite (in the courtyard below our balcony) was an exact replica of the statue outside Tony Montana's mansion. So it might have been made from a thousand scrunched up newspapers dipped in glue, but it looked like real gold. Come to think of it... No, surely not...



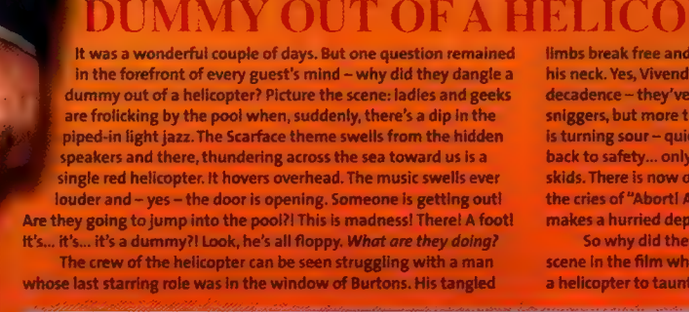
GIRLS

First you get the lunch, then you get the booze, then you get a symphony of paid lovelies to feed you strawberries. Initially we didn't know where to put our eyes, but eventually the booze allowed us to sneak a cheeky peek at the passing bunfest. Some journos were seen touting camera phones. But not us. Definitely not.



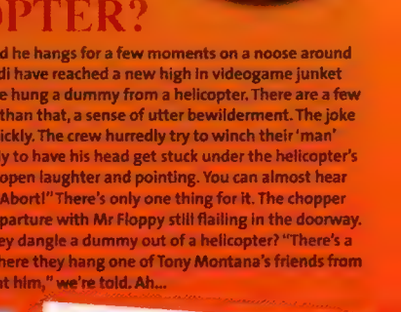
SPEEDBOATS

Those brave enough (and not sufficiently weighed down with buffet) could take to the choppy waters in our private speedboat. Guaranteed to have that bacon, caviar and smoked salmon mid-morning nibble putting in a return visit. The sea isn't so clean any more...



CARS!

Yes, here on PSM2 it's limos all the way. Well, all the way down to the members only beach club and back again. We like our transportation bold. Decadent even. And, wherever possible, encrusted with ladybumps. Spot on, all in all.



PLANES!

Halfway through our third cocktail of the day, we were disturbed by a faint buzzing overhead. No, we hadn't slumped under the table – Vivendi had paid for an aeroplane to buzz the event trailing a 'The World is Yours' banner. For a moment we almost believed them. Madness.

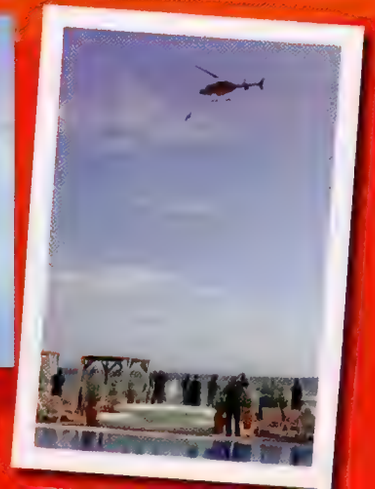
BUT WHY DID THEY DANGLE A DUMMY OUT OF A HELICOPTER?

It was a wonderful couple of days. But one question remained in the forefront of every guest's mind – why did they dangle a dummy out of a helicopter? Picture the scene: ladies and geeks are frolicking by the pool when, suddenly, there's a dip in the piped-in light jazz. The Scarface theme swells from the hidden speakers and there, thundering across the sea toward us is a single red helicopter. It hovers overhead. The music swells ever louder and – yes – the door is opening. Someone is getting out! Are they going to jump into the pool?! This is madness! There! A foot! It's... it's... it's a dummy?! Look, he's all floppy. *What are they doing?*

The crew of the helicopter can be seen struggling with a man whose last starring role was in the window of Burtons. His tangled limbs break free and he hangs for a few moments on a noose around his neck. Yes, Vivendi have reached a new high in videogame junket decadence – they've hung a dummy from a helicopter. There are a few sniggers, but more than that, a sense of utter bewilderment. The joke is turning sour – quickly. The crew hurredly try to winch their 'man' back to safety... only to have his head get stuck under the helicopter's skids. There is now open laughter and pointing. You can almost hear the cries of "Abort! Abort!" There's only one thing for it. The chopper makes a hurried departure with Mr Floppy still flailing in the doorway.

So why did they dangle a dummy out of a helicopter? "There's a scene in the film where they hang one of Tony Montana's friends from a helicopter to taunt him," we're told. Ah...

DUMMY LUCK: We remember this scene from the film, but we remember a man in a stylish blue leisure suit – not a gormless, stiff-limbed mannequin. Still, at least they tried, eh?



CHAOS COLLECTIVE: Protect your assets from the DEA by pulling off cool moves to fill your, er, 'balls' meter.

NOW THAT'S WHAT I CALL THE EIGHTIES

The Scarface licence is a genius one to own. The film is set in Miami in the '80s. It's got outrageous pastel-coloured suits. Sunglasses at night. Cars and motorbikes. A throbbing electro soundtrack and the high camp that only comes from short man in a silk shirt unbuttoned to the naval. It's basically the movie that Rockstar ripped off for *GTA: Vice City*.

HOTEL CALIFORNIA: Among the luxurious properties Tony can own are bars and hotels. Check out the 'vintage' pink neon sign. Glory days.

SUNSHINE STRIP: Flash suits, flash motors, gorgeous scenery, perfect weather, bikini-clad babes... this isn't quite how we remember the '80s.

ACTION STATIONS: While most of the film was talking and chainsaws, the game is all about the frantic action.

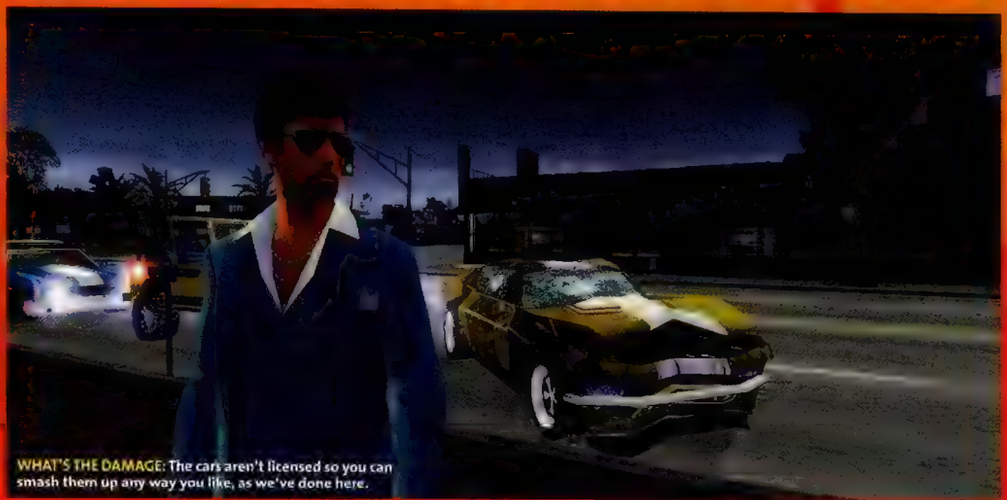
NITRO TO REMEMBER: Power your car up with nitrous. It's like a condensed *Need For Speed*.

"OUTRAGEOUS PASTEL SUITS... SUNGLASSES AT NIGHT... A GENIUS MOVIE TO HAVE THE RIGHTS TO"

"I LIKE YOUR ASS"

And when you're not in a high pressure drug deal or escape scenario why not chill out with the locals? Each NPC is armed with an eight-line deep list of wisecracks for Tony to unearth. "I've got to tell you. I like your ass," Tony charmingly informs a passing well-filled bikini. "You kiss your mother with that mouth?" comes the reply. We've heard Al Pacino impersonations before but this voice-over is superb. And Pacino approved, we're told.

BODY TALK: Stroll up to women and comment on their asses. Don't try it with the men though or they'll probably kick your ass.



WHAT'S THE DAMAGE: The cars aren't licensed so you can smash them up any way you like, as we've done here.

SHOP, LOOK AND LISTEN: Muscle small businesses into working for the Montana empire.

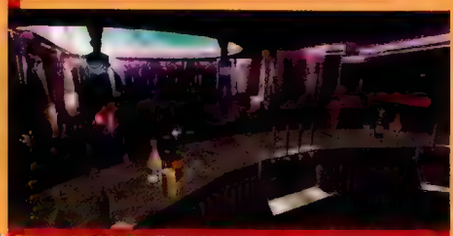
LAST LAUGH: This guy with the mask is a comedian. He gets shot during a raid.

LOOKING GOOD: Blood-stained suit and a sling – the Scarface look.

WANNA DANCE?

The game features all the locales of the movie. A 'Make Tony do the hustle with Michelle Pfeiffer' mini-game is as yet unconfirmed, however.

DANCING STAGE: The, er, famous dancing scene. Pacino looks uncomfortable, Pfeiffer looks bored. A powerful moment.



DRINK AND A SMILE: The club has been recreated. Let's hope there's a shootout scene like the one in the film, eh?

RIDING SHOTGUN: You can recruit gang members to help you clean up the streets. Well, make them filthier, really.

BLOW STOPPING DS NOW: More explosions. This time, in the hands of a rather meaty grenade launcher. Oh, yes.

BLOW ME

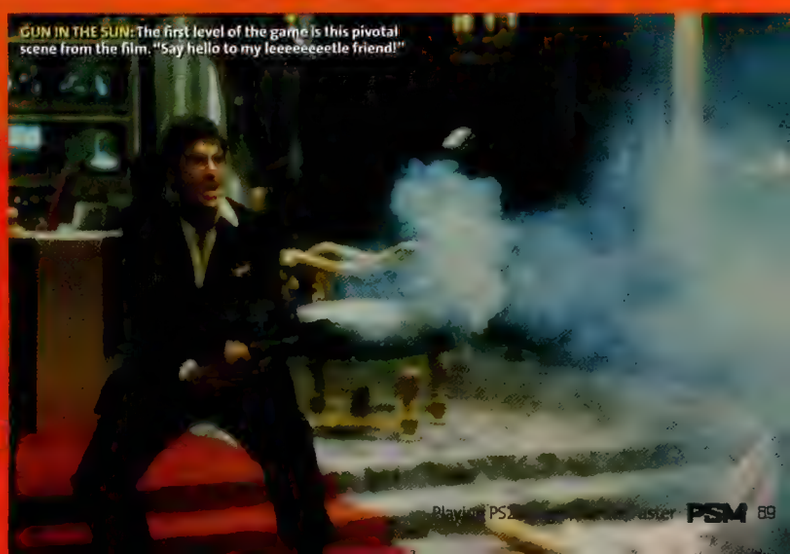
This game loves a good explosion, with scenery and vehicles all massively destructible. Rag doll physics complete the carnage with shoot-offable limbs and dismembered bodies heading skywards with every grenade blast. It's definitely one of the most explosive games in ages, and you'll have loads of fun blowing everything up.

LIFE AND LIMB: You can shoot the limbs and heads off criminals and cops alike. Show no mercy.

GUYS AND DOLLS: Yes, the game features ragdoll physics, which makes the explosions all the more satisfying.

HALL AND BOATS: And you aren't restricted to just cars – you can blow boats up too. Which is, you know, fun.

BODY BAG: Cross Tony Montana and you'll end up a corpse. He'll also swear at you, which isn't particularly nice.



GUN IN THE SUN: The first level of the game is this pivotal scene from the film. "Say hello to my leeeeeeeetle friend!"

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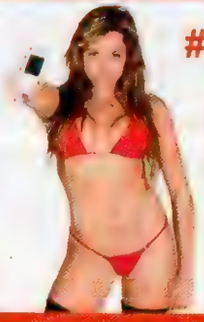
#1 ZARA

#2 NATASHA



#3 LOUISE

#4 LUCY

#5 ALEX

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89944
eg. UKBABES LOUISE TO 89944

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per min
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MEN: 0870 345 3134
GAY GUY: 0870 345 3178
GAY GIRL: 0870 345 3061
0845 = Local rate, 1p eve & w/end
0870 = 15p w/end & 3.9p eve

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live 1-2-1
or listen
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9p per min
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SAUCY GIRLS!
FUN CHAT!
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NAUGHTY FORTIES!
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0909 980 8627
BCM Box 2621, London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

LIVE SEX AT IT'S BEST!
NO TIME WASTING - NO CALLBACKS
STRAIGHT TO THE ACTION!
Up to 80 girls on line now! We'll put you through to the girl of your choice. Call now!
FRIENDLY GIRLS HOT LIVE TALK
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STRICT MISTRESS DEMANDS OBEDIENCE
0909 980 8850
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Rosie
WILL TREAT YOU
CALL NOW FOR A Live EXAMINATION
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FOR MORE EXPERIENCED PHONE SEX
LIVE 1-2-1
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Genuine Asian Babes
LIVE 1-2-1
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BCM Box 2621, London, WC1N 3XX
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FAST, FUN & FLIRTY!
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HOT LIVE CHAT
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FILTH FROM JUST 3P/MIN
I'M HOME ALONE & LOOKING FOR A HORNY LAD 0909 700 0101*
30 SECOND QUICKIE! 0909 700 0102*
1 MIN ACTION 0909 700 0104*
DIRTY-MINDED WOMEN 0909 700 0103*
COLLEGE GIRLS IN DORM FUN 0909 700 0105*
DON'T TALK - JUST LISTEN! 0909 700 0106*
BORED WIVES LOOKING FOR ACTION 0909 700 0107*
30 SECOND FUN WITH HOT GIRLS 0909 700 0109*
NASTY NURSE IN STOCKINGS & SUSPENDERS 0909 700 0108*
MATURE LADIES WANT YOUNGER GUYS 0909 700 0110*
I MAY LOOK SWEET BUT YOU'LL BE SHOCKED WHEN I TELL YOU THE THINGS I'VE BEEN UP TO! 0909 700 0111*
LOCAL TARTS WANT HOT GUYS FOR FUN 0909 700 0112*
UNZIP & LISTEN TO NAUGHTY GIRLS 0909 700 0114*
NAUGHTY 18 YR OLD GIRLS WILL DO IT JUST FOR YOU! CALL NOW 0909 700 0113*
TEXT FUN IN 30 SECONDS
SEND HELLO TO 82700
FOUL-MOUTHED NINETEEN YEAR OLD WILL GET YOU OFF IN ONE MINUTE 0909 700 0115*
*0909 total cost = £6.10 per call. Mobile charges may vary. Wow PO Box 8043 WC1N 3XX Text messages £1.50 to receive to quit send STOP You may receive promotional material All services are OVER 18s ONLY. You must have the bill payers permission before calling.

FUN WITH GIRLS ON YOUR MOBILE IN 30 SECONDS FROM JUST 3p/MIN!!
AFTERNOON FUN WITH BORED HOUSE WIVES LIKE ME! 0909 700 0116*
ALL DAY FUN WITH HOT OLDER WOMEN 0909 700 0117*
COLLEGE GIRLS 18+ WILL GET YOU OFF NOW 0909 700 0118*
COME ON LADS! ADULT ACTION IN JUST 30 SECONDS! 0909 700 0119*
DON'T TALK - JUST LISTEN TO MY DIRTY TALES! 0909 700 0120*
HOME ALONE HOUSEWIVES! 0909 700 0121*
DIRTY MATURE WOMEN WILL GET YOU OFF NOW 0909 700 0124*
EAVESDROP ON SEXY GIRLS 0909 700 0123*
EROTIC SOUNDS! ADULT FUN IN 60 SECONDS! 0909 700 0122*
NAUGHTY NURSES IN NASTY ACTION 0909 700 0125*
NAUGHTY 18 YR OLD IN FURIOUS ADULT ACTION! 0909 700 0126*
LISTEN TO HOT REAL LIFE EXPERIENCES
60 SECONDS OF MY FOUL MOUTH! I'VE GOT SHOCKING STORIES! 0909 700 0128*
FIRST TIME GAY 0909 700 0129*
OUTDOOR FUN WITH THE LOCAL TARTS
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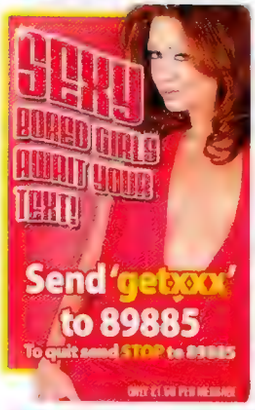
Text Chat



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NAUGHTY TEEN GIRLS!
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PSM Presents...

The Truth

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge right at your fingertips.

TOP FIVE

ACTION GAMES

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. GOD OF WAR
4. ONIMUSHA 3
5. DEVIL MAY CRY 3

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. BLACK
4. DEUS EX
5. CALL OF DUTY 2

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. SLY 3
5. BEYOND GOOD AND EVIL

GAME NAME	ISSUE	SCORE	AWARD
7 BLADES	11	72%	
7 SINS	63	58%	
13 (XIII)	42	87%	
24 – THE GAME	72	80%	
25 TO LIFE	73	35%	
50 CENT: BULLETPROOF	70	48%	
187: RIDE OR DIE	66	72%	
2002 FIFA WORLD CUP	22	71%	
ACE COMBAT 4: SHATTERED SKIES	17	80%	
ACE COMBAT 5	57	79%	
ACTIVISION ANTHOLOGY	36	40%	
AGE OF EMPIRES 2	15	76%	
AGGRESSIVE INLINE	24	83%	
AIRBLADE	16	77%	
ALIAS	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	15	65%	
ALIEN HOMINID	61	74%	
ALL-STAR BASEBALL 2004	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	15	66%	
ALTERED BEAST	61	42%	
ANIMANIACS: THE GREAT EDGAR HUNT	64	62%	
APE ESCAPE 2	30	80%	
APE ESCAPE 3	73	71%	
AQUA AQUA	04	71%	
ARCTIC THUNDER	16	58%	
ARC: TWILIGHT OF SPIRITS	46	68%	
AREA 51	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	11	47%	
ARMY MEN RTS	24	56%	
ARMY MEN: SARGE'S HEROES 2	09	40%	
ASTRO BOY	61	69%	
ATHENS 2004	51	51%	
A-TRAIN 6	49	60%	
ATV OFFROAD FURY 2	40	73%	
ATV OFFROAD FURY 3	68	74%	
ATV QUAD POWER RACING 2	33	68%	
ASTERIX AND OBELIX XXL	46	60%	
AUTO MODELLISTA	28	80%	
BAD BOYS 2	48	51%	
BACKYARD WRESTLING	42	45%	
BACKYARD WRESTLING 2	56	46%	
BALDUR'S GATE: DARK ALLIANCE	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	04	82%	
BARBARIAN	44	66%	
THE BARD'S TALE	60	74%	
BASS STRIKE	18	64%	
BATMAN BEGINS	65	41%	
BATMAN VS. THE ARMY OF TSU	44	43%	
BATTLE ENGINE AQUILA	31	78%	
BATTLEFIELD 2: MODERN COMBAT	68	82%	
BATTLESTAR GALACTICA	44	59%	
BEAT DOWN: FISTS OF VENGEANCE	67	54%	
BEN HUR: BLOOD OF BRAVES	34	42%	
BEYOND GOOD AND EVIL	42	82%	
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	65	52%	
BRIAN LARA INTERNATIONAL CRICKET	64	60	
BLACK	72	89%	
BLACK HAWK DOWN	64	59%	
BLOOD OMEN 2	22	79%	
BLOODRAYNE	36	67%	
BLOODRAYNE 2	63	39%	
BLOODY ROAR 3	11	79%	
BLOOD WILL TELL	57	60%	
BLOWOUT	58	49%	
BMX XXX	30	58%	
BOMBERMAN HARDBALL	65	60%	
BOMBERMAN KART	41	51%	
BOUNCER, THE	11	66%	
BOXING CHAMPIONS	41	40%	
BREATH OF FIRE: DRAGON QUARTER	41	70%	
BRITNEY'S DANCE BEAT	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	60	82%	
BROTHERS IN ARMS: EARNED IN BLOOD	68	84%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	41	74%	
BURNOUT	15	88%	
BURNOUT 2: POINT OF IMPACT	28	91%	
Beautiful, emotional racing that you have to play to fully appreciate.			
BURNOUT 3: TAKEDOWN	54	93%	
Smooth, fast and online too. You'd be a fool not to buy it.			
BURNOUT REVENGE	67	93%	
As astonishing as ever, and as pure a videogame as you'll ever see.			
BUZZ! THE MUSIC QUIZ	68	84%	
BUZZ! THE BIG QUIZ	74	76%	
CABELA'S DANGEROUS HUNTS	53	57%	
CALL OF DUTY: FINEST HOUR	56	87%	
CALL OF DUTY 2: BIG RED ONE	70	86%	
CAPCOM FIGHTING JAM	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	17	83%	
CAPCOM CLASSICS COLLECTION	68	53%	
CART FURY	12	65%	
CASPER: SPIRIT DIMENSIONS	22	48%	
CASTLEVANIA: CURSE OF DARKNESS	72	64%	

GAME NAME	ISSUE	SCORE	AWARD
CASTLEWEEN	30	45%	
CATWOMAN	52	30%	
CEL DAMAGE OVERDRIVE	36	50%	
CHAMPIONSHIP MANAGER 5	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	47	82%	
CHAMPIONS: RETURN TO ARMS	60	69%	
CHAOS LEGION	39	86%	
CHARLIE AND THE CHOCOLATE FACTORY	66	31%	
CHOROQ	64	25%	
CHOPLIFTER: CRISIS` SHIELD	35	48%	
CHRONICLES OF NARNIA	69	67%	
CIRCUS MAXIMUS: CHARIOT WARS	25	55%	
CLOCK TOWER 3	37	59%	
CLUB FOOTBALL	42	61%	
CLUB FOOTBALL 2	55	67%	
CODENAME KIDS NEXT DOOR: OP VIDEOGAME	71	33%	
COLIN MCRAE RALLY '04	40	91%	
A defining moment for rally games. If you like rallying, get it.			
COLD FEAR	60	83%	
COLD WINTER	62	80%	
COLIN MCRAE RALLY 2005	54	88%	
COLOSSEUM: ROAD TO FREEDOM	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	52	77%	
COMMANDOS 2: MEN OF COURAGE	24	79%	
COMMANDOS STRIKE FORCE	73	68%	
CONFLICT: DESERT STORM	27	78%	
CONFLICT DESERT STORM 2	39	88%	
CONFLICT: VIETNAM	54	76%	
CONFLICT: GLOBAL STORM	67	78%	
CONFLICT ZONE	22	79%	
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	65	23%	
CONSTANTINE	60	60%	
CONTRA: SHATTERED SOLDIER	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	17	66%	
CRASH 'N BURN	57	46%	
CRASH TAG TEAM RACING	70	74%	
CRASH TWINSANITY	55	49%	
CRAZY FROG RACER	71	37%	

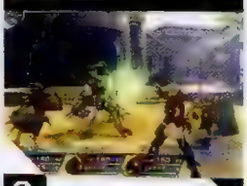
GAME NAME	ISSUE	SCORE	AWARD
CRAZY TAXI	10	80%	
CRICKET 2005	64	79%	
CRIME LIFE	70	30%	
CRIMSON SEA 2	53	70%	
CRISIS ZONE	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	44	35%	
CY GIRLS	50	74%	
DAKAR 2	34	50%	
DANCE UK	42	67%	
DANCING STAGE FUSION	58	67%	
DANCING STAGE MEGAMIX	36	85%	
DARK ANGEL	34	45%	
DARK CHRONICLE	37	90%	
Debatably better than *Final Fantasy X*...			
DARK CLOUD	11	81%	
DARK SUMMIT	21	56%	
DARKWATCH	67	75%	
DAVE MIRRA FREESTYLE BMX 2	14	76%	
DEAD OR ALIVE 2	05	83%	
DEAD TO RIGHTS	38	70%	
DEAD TO RIGHTS 2	65	41%	
DEATH BY DEGREES	60	42%	
DEFENDER	31	76%	
DEF JAM: FIGHT FOR NY	54	86%	
DEF JAM VENDETTA	36	75%	
DESTROY ALL HUMANS	64	83%	
DESTRUCTION DERBY ARENAS	45	42%	
DEUS EX: THE CONSPIRACY	22	88%	
DEVIL KINGS	69	64%	
DEVIL MAY CRY	15	90%	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.			
DEVIL MAY CRY 2	33	72%	
DEVIL MAY CRY 3	60	89%	
DIE HARD VENDETTA	38	54%	
DINO STALKER	26	58%	
DISGAEA: HOUR OF DARKNESS	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	40	78%	
DJ: DECKS & FX	53	74%	
DONALD DUCK PK	30	64%	
DOWNFORCE	23	64%	
DOT HACK INFECTION: PART ONE	47	58%	
DOWNHILL DOMINATION	46	80%	
DRAGON BALL Z: BUDOKAI	30	60%	
DRAGON BALL Z: TENKAICHI	68	74%	
DRAKENGARD	50	75%	
DRAKENGARD 2	73	54%	
DRAGON QUEST	74	90%	
The RPG series finally makes its way to PS2, and it's wonderful.			
DRAGON RAGE	23	43%	
DRAKAN: THE ANCIENTS' GATES	20	75%	
DRIVEN	17	46%	
DRIVEN TO DESTRUCTION	55	65%	
DRIV3R	50	90%	
Superb In Free Ride, less so in Story Mode, but balls-out fun			
DRIVER: PARALLEL LINES	73	79%	
DRIVING EMOTION TYPE-S	01	57%	
DR MUTO	33	59%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	ISSUE	SCORE	AWARD
DROME RACERS	31	50%	
DYNASTY TACTICS 2	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	34	69%	
DYNASTY WARRIORS 4	37	80%	
DYNASTY WARRIORS 4: XTREME LEGENDS	46	70%	
DYNASTY WARRIORS 5	63	53%	
DYNASTY WARRIORS 5: XTREME LEGENDS	74	45%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	18	52%	
EGGO MANIA	27	40%	
EJAY CLUBWORLD	26	84%	
ENDGAME	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	49	62%	
ENTER THE MATRIX	37	81%	
ENTHUSIA PROFESSIONAL RACING	62	77%	
EOE: EVE OF EXTINCTION	22	71%	
EPHEMERAL FANTASIA	12	80%	
ESCAPE FROM MONKEY ISLAND	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	20	55%	
ESPN NBA 2NIGHT 2002	24	72%	
ESPN NFL 2K5	59	83%	
ESPN NHL 2K5	59	71%	
ESPN NHL HOCKEY	44	78%	
ESPN X GAMES SKATEBOARDING	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	20	69%	
EVERBLUE 2	34	56%	
EVERQUEST ONLINE ADVENTURES	41	70%	
EVERYBODY'S GOLF	67	87%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	37	68%	
EVIL DEAD REGENERATION	70	47%	
EVOLUTION SKATEBOARDING	33	54%	
EVOLUTION SNOWBOARDING	33	43%	
EXTERMINATION	09	78%	
EYE TOY: ANTIGRAV	63	66%	
EYETOY: PLAY 2	56	75%	
EYETOY: PLAY 3	69	70%	
F1 2005	64	83%	
F1 RACING CHAMPIONSHIP	07	66%	
FAHRENHEIT	66	87%	
FALLOUT: BROTHERHOOD OF STEEL	48	46%	
FANTASTIC 4	65	65%	
FANTAVISION	01	85%	
FATAL FRAME 3: THE TORMENTED	71	79%	
FELLOWSHIP OF THE RING, THE	30	70%	
FERRARI F355 CHALLENGE	27	67%	
FIFA 2005	54	79%	
FIFA 06	67	71%	
FIFA STREET	60	63%	
FIFA STREET 2	73	71%	
FIGHT CLUB	59	19%	
FIGHT NIGHT 2004	48	88%	
FIGHT NIGHT ROUND 2	61	89%	
FIGHT NIGHT ROUND 3	73	87%	
FINAL FANTASY X	**23**	**91%**	
The most life-swallowing RPG of them all.			
FINAL FANTASY 10-2	44	83%	
FINAL FANTASY XI (IMPORT)	49	85%	
FINAL FIGHT: STREETWISE	74	40%	
FINDING NEMO	41	71%	
FIREBLADE	24	68%	
FIREFIGHTER FD18	49	76%	
FLAT OUT	56	77%	
FLIPNIC	45	76%	
FLOW: URBAN DANCE UPRISING	72	69%	
FORBIDDEN SIREN	44	80%	
FORD RACING 3	56	34%	
FORD STREET RACING	73	68%	
FORGOTTEN REALMS: DEMON STONE	54	74%	
FORMULA ONE 2004	52	65%	
FREAK OUT	13	79%	
FREAKY FLYERS	42	77%	
FREEDOM FIGHTERS	**40**	**92%**	
An utterly compelling squad-based shooter.			
FREEKSTYLE	25	59%	
FREESTYLE METAL X	40	74%	
FREQUENCY	23	64%	
FRIENDS: THE ONE WITH ALL THE TRIVIA	73	44%	
FULL SPECTRUM WARRIOR	61	85%	
FULL SPECTRUM WARRIOR: TEN HAMMERS	73	85%	
FUR FIGHTERS	10	86%	
FUTURAMA	37	75%	
FUTURE TACTICS	57	64%	
G1 JOCKEY 3	34	43%	
G1 JOCKEY 4	74	65%	
GALERIANS: ASH	34	50%	
GALLOP RACER 2	60	34%	
GAMETRAK: DARK WIND	54	55%	
GAMETRAK: REAL WORLD GOLF	68	74%	
GAUNTLET: SEVEN SORROWS	71	40%	
GENJI	66	84%	
GET ON DA MIC	56	49%	
GETAWAY, THE	31	78%	
GETAWAY: BLACK MONDAY, THE	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	62	47%	
GHOST RECON	30	65%	
GHOST RECON: JUNGLE STORM	47	75%	
GHOST RECON 2	57	63%	
GIANTS: CITIZEN KABUTO	17	80%	
GIFT	12	51%	
GITAROO MAN	22	79%	
GLADIUS	42	52%	
THE GODFATHER	73	75%	
GOD OF WAR	**62**	**92%**	
God Of War grabs you by the balls and doesn't let go.			
GOBLIN COMMANDER: UNLEASH THE HORDE	47	65%	
GOLDENEYE: ROGUE AGENT	56	58%	
GRADIUS V	51	83%	
GRAND PRIX CHALLENGE	31	85%	
GRAND THEFT AUTO 3	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive yet.			
GRAND THEFT AUTO: VICE CITY	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it.			
GRAND THEFT AUTO: SAN ANDREAS	**56**	**99%**	
Simply the best game on PS2. Mind-boggling.			
GRAND TOUR RACING GT-R 400	51	53%	
GRAN TURISMO 3	**13**	**93%**	

TOP FIVE

ROLE-PLAYING GAMES



1. DRAGON QUEST
2. ROGUE GALAXY
3. KINGDOM HEARTS 2
4. DARK CHRONICLE
5. FINAL FANTASY X

DRIVING

1. BURNOUT REVENGE
2. GRAN TURISMO 4
3. COLIN MCRAE 04
4. MIDNIGHT CLUB 3
5. TOCA RACER DRIVER 3

BEAT-'EM-UPS

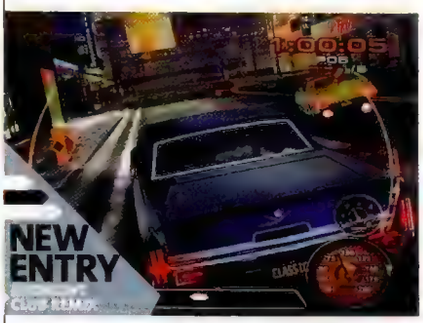
1. SOUL CALIBUR 3
2. TEKKEN 5
3. FIGHT NIGHT ROUND 3
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

ALL-TIME BEST

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. METAL GEAR SOLID 3
4. PRO EVOLUTION SOCCER 5
5. TIMESPLITTERS 2

GAME NAME	ISSUE	SCORE	AWARD
The most complete racing game yet.			
GRAN TURISMO 4	**59**	**92%**	
Still the most serious racing sim on PS2.			
GRAN TURISMO 4: PROLOGUE	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	28	48%	
GREAT ESCAPE, THE	39	73%	
GREGORY HORROR SHOW	42	70%	
GROOVE RIDER	45	52%	
G-SURFERS	16	49%	
GUILTY GEAR X2	35	84%	
GUILTY GEAR ISUKA	65	79%	
GUMBALL 3000	29	73%	
GUITAR HERO	**74**	**90%**	
The most fun possible while making a complete show of yourself.			
GUN	69	88%	
GUNBIRD: SPECIAL EDITION	62	39%	
GUNDAM: FEDERATION VS ZEON	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	35	40%	
GUNGRAVE OD	64	71%	
GUN GRIFFON BLAZE	07	70%	
HALF-LIFE	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy.			
HARRY POTTER AND THE CHAMBER OF SECRETS	31	65%	
HARRY POTTER AND THE GOBLET OF FIRE	70	51%	
HARRY POTTER AND THE PRISONER OF AZKABAN	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	44	55%	
HARVEST MOON: A WONDERFUL LIFE	71	85%	
HAUNTING GROUND	62	78%	
HAUNTED MANSION, THE	46	70%	
HAVEN: CALL OF THE KING	29	81%	
HEADHUNTER	19	81%	
HEADHUNTER: REDEMPTION	53	53%	
HELLO KITTY: ROLLER RESCUE	71	59%	
HERDY GERDY	21	69%	
HEROES OF THE PACIFIC	67	79%	
HIGH HEAT MAJOR LEAGUE BASEBALL	24	71%	
HITMAN 2: SILENT ASSASSIN	28	89%	
HITMAN: CONTRACTS	**49**	**90%**	
A game that promotes experimentation and plays brilliantly.			
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	31	51%	
HULK, THE	38	70%	
HUNTER WAYWARD: THE RECKONING	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	46	89%	
ICE AGE 2	74	68%	
ICO	**71**	**93%**	
Now it's re-released, you *must* play this ultra-emotional epic.			
INCREDIBLE HULK: ULTIMATE DESTRUCTION	66	88%	
INCREDIBLES, THE	57	72%	
INCREDIBLES: RISE OF THE UNDERMINER	70	50%	
INDIANA JONES AND THE EMPEROR'S TOMB	39	80%	
INDYCAR SERIES 2005	53	63%	
I-NINJA	45	85%	
INTERNATIONAL CUE CLUB	24	56%	
ISLAND EXTREME STUNTS	33	65%	
ISS3	34	78%	
ITALIAN JOB: LA HEIST, THE	40	51%	
JACKED	72	34%	
JADE COCOON 2	22	70%	
JAK & DAXTER	18	85%	
JAK 2: RENEGADE	**40**	**93%**	
Vast, well-built and bursting with distractions.			
JAK 3	56	88%	
JAK X	68	84%	
JAMES BOND 007: EVERYTHING OR NOTHING	46	77%	
JAMES BOND 007: FROM RUSSIA WITH LOVE	69	69%	
JAMES BOND 007 IN AGENT UNDER FIRE	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	30	78%	
JET SKI RIDERS	18	38%	
JONNY MOSELEY MAD TRIX	20	38%	
JUDGE DREDD: DREDD VS DEATH	40	83%	
JUICED	62	68%	
JUNGLE BOOK GROOVE PARTY	10	50%	
JURASSIC PARK: OPERATION GENESIS	34	61%	
KAIDO RACER	71	53%	
KATAMARI DAMASHII	49	83%	
KARAOKE STAGE	49	85%	
KARAOKE STAGE 2	74	73%	
KENGO	09	60%	
KELLY SLATER'S PRO SURFER	28	75%	
KESSEN II	20	66%	
KESSEN III	61	82%	
KILL.SWITCH	44	78%	
KILLER7	64	83%	
KILLZONE	55	88%	
KING ARTHUR	57	37%	
KINGDOM HEARTS 2	**73**	**90%**	
Hang out with Donald, Pluto and the Disney mob – amazing.			
KING OF FIGHTERS 2002	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	61	79%	
KING OF ROUTE 66	41	44%	
KINGDOM HEARTS	29	88%	
KING KONG	69	72%	
KLONOA 2	10	73%	
KNIGHT RIDER 2	57	21%	
KNOCKOUT KINGS 2001	07	79%	
KNOCKOUT KINGS 2002	21	83%	
KURI KURI MIX	10	78%	
KYA: DARK LINEAGE	45	73%	
LA PUCELLE TACTICS	52	80%	
LA RUSH	67	75%	
LEGEND OF KAY	59	69%	
LEGENDS OF WRESTLING 2	33	68%	
LEGION: LEGEND OF EXCALIBUR	27	70%	
LEGO STAR WARS	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	58	55%	
LE MANS 24 HOURS	12	73%	
LETHAL SKIES	27	63%	
LETHAL SKIES 2	48	68%	
LE TOUR DE FRANCE	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	38	71%	
LMA MANAGER 2005	55	80%	
LMA MANAGER 2006	68	85%	
LONDON RACER: WORLD CHALLENGE	40	59%	
LOONY TUNES SPACE RACE	19	65%	
LORD OF THE RINGS: RETURN OF THE KING	43	84%	

GAME NAME	ISSUE	SCORE	AWARD
LORD OF THE RINGS: THE THIRD AGE	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	29	76%	
LOTUS CHALLENGE	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	38	79%	
MADAGASCAR	65	56%	
MADDEN NFL 2005	54	82%	
MADDEN NFL 2006	69	85%	
MAD MAESTROS	22	70%	
MAFIA	46	71%	
MAGNA CARTA	74	64%	
MAKAI KINGDOM	70	83%	
MALICE	51	60%	
MANHUNT	**43**	**91%**	
Chilling, vicious and utterly remarkable Rockstar goodness.			
MARC ECKO'S GETTING UP	72	88%	
MARK OF KRI, THE	33	74%	
MARVEL NEMESIS: RISE OF THE IMPERFECTS	68	41%	
MARVEL VS CAPCOM 2	29	84%	
MASHED: FULLY LOADED	62	70%	
MASTER RALLY	24	55%	
MATRIX: PATH OF NEO	69	81%	
MAXIMO	20	84%	
MAXIMO VS THE ARMY OF ZIN	42	81%	
MAX PAYNE	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	45	65%	
MDK2 ARMAGEDDON	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	64	52%	
MEGA MAN X8	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	26	42%	
MERCENARIES	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	41	87%	
METAL GEAR SOLID 2	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype.			
METAL GEAR SOLID 3	**57**	**97%**	
We didn't think it could get better. We were wrong. A masterpiece.			
METAL GEAR SOLID 2: SUBSTANCE	33	78%	
METAL GEAR SOLID 3: SUBSISTENCE	**73**	**90%**	
Metal Gear 3, but online and entirely in Japanese. Brilliant.			
METAL SLUG 3	55	79%	
METAL SLUG 5	72	54%	
MIAMI VICE	58	13%	
MICRO MACHINES	30	59%	
MIDNIGHT CLUB 2	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	**61**	**91%**	
The street racing genre at its peak, *Dub Edition* is sex on wheels.			
MIDNIGHT CLUB 3: DUB EDITION REMIX	74	80%	
MIDWAY ARCADE TREASURES	45	48%	
MIDWAY ARCADE TREASURES 2	55	71%	
MIDWAY ARCADE TREASURES 3	67	12%	
MIKE TYSON HEAVYWEIGHT BOXING	23	61%	
MINI DESKTOP RACING	71	43%	
MINORITY REPORT	31	60%	
MONKEY MANIA	60	69%	
MONSTER HUNTER	62	70%	
MONSTERS, INC	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	33	85%	
MORTAL KOMBAT: DECEPTION	54	85%	
MORTAL KOMBAT: SHAOLIN MONKS	67	82%	
MOTO GP3	35	74%	
MOTO GP4	63	78%	
MOTOR MAYHEM	15	63%	
MR GOLF	34	56%	
MR MOSKEETO	22	52%	
MTV MUSIC GENERATOR 2	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.			
MTX MOTOTRAX	49	79%	
MUMMY RETURNS, THE	17	46%	
MUSIC 3000	35	81%	
MX 2002	14	78%	



GAME NAME	ISSUE	SCORE	AWARD
MX RIDER	15	62%	
MX SUPERFLY	27	72%	
MX UNLEASHED	48	75%	
MX VS. ATV: UNLEASHED	61	78%	
MYSTIC HEROES	34	67%	
NAMCO MUSEUM 50TH ANNIVERSARY	73	51%	
NANO BREAKER	59	59%	
NARC	62	45%	
NBA 2K3	35	70%	
NBA BALLERS	53	82%	
NBA JAM	42	77%	
NBA LIVE 2004	42	84%	
NBA STREET VOLUME 2	35	85%	
NBA STREET VOLUME 3	60	87%	
NEED FOR SPEED 2	55	87%	
NEED FOR SPEED: MOST WANTED	69	88%	
NEXT GENERATION TENNIS 2003	38	55%	
NFL STREET	46	64%	
NFL STREET 2	61	55%	
NHL HITZ 2003	28	80%	
NHL HITZ: PRO	42	80%	
THE NIGHTMARE BEFORE XMAS: OOGIE'S REVENGE	67	61%	
NIGHTSHADE	46	73%	
NINJA ASSAULT	27	71%	
NINJABREAD MAN	69	32%	
NO ONE LIVES FOREVER	21	71%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

The Truth

SCANDALOUS GOSSIP.T. ZERO BULLSHIT

GAME NAME	ISSUE	SCORE	AWARD
NY RACE	17	40%	
OBSCURE	54	80%	
ONI	07	62%	
ONIMUSHA 2	27	89%	
ONIMUSHA 3	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals.			
ONIMUSHA: BLADE WARRIORS	45	75%	
ONIMUSHA: DAWN OF DREAMS	73	79%	
OPERATION WINBACK	08	68%	
OUTLAW GOLF 2	57	78%	
OUTLAW VOLLEYBALL REMIXED	68	50%	
OUTRUN 2006: COAST 2 COAST	73	89%	
PAC-MAN WORLD 2	33	75%	
PAC-MAN WORLD 3	72	63%	
PARAPPA THE RAPPER 2	16	75%	
PARIS-DAKAR RALLY	15	60%	
PERFECT ACE PRO TENNIS	38	38%	
PETER PAN: LEGEND OF NEVERLAND	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	65	53%	
PITFALL: THE LOST EXPEDITION	47	71%	
PIRATES: LEGEND OF BLACK KAT	21	38%	
THE PLAN	72	48%	
PLAYBOY: THE MANSION	60	51%	
POLICE 24/7	19	49%	
POOL MASTER	05	45%	
POOL PARADISE	48	72%	
POOL SHARK 2	7	56%	
PORTAL RUNNER	16	55%	
PREDATOR: CONCRETE JUNGLE	63	58%	
PREMIER MANAGER	31	80%	
PREMIER MANAGER 2004/2005	57	63%	
PRIDE FC	34	75%	
PRIMAL	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	56	87%	
PRINCE OF PERSIA: THE TWO THRONES	70	77%	
PRISONER OF WAR	24	73%	
PRO EVOLUTION SOCCER 4	**55**	**94%**	
Incredible customisation and sublime control. Vital.			
PRO EVOLUTION SOCCER 5	**68**	**93%**	
The best Pro Evo yet – the most satisfying football game ever.			
PRO EVOLUTION SOCCER MANAGEMENT	74	65%	
PROJECT EDEN	14	86%	
PROJECT: SNOWBLIND	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	45	82%	
PRO RALLY 2002	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	52	86%	
PSYCHONAUTS	**65**	**90%**	
Explore the mental landscapes of certified nutters. Superb.			
PTO IV	48	41%	
PUNISHER, THE	60	82%	
PUYO POP FEVER	46	85%	
QUAKE 3 REVOLUTION	08	85%	
RAINBOW SIX 3	47	77%	
RAINBOW SIX 4: LOCKDOWN	67	68%	
RALLY CHAMPIONSHIP	24	56%	
RAMPAGE: TOTAL DESTRUCION	74	47%	
RAPALA PRO FISHING	65	40%	
RATCHET & CLANK	**29**	**91%**	
A labour of love on every crafted level. Great stuff.			
RATCHET & CLANK 2	42	85%	
RATCHET & CLANK 3	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must.			
RATCHET GLADIATOR	69	85%	
RAYMAN	18	48%	
RAYMAN REVOLUTION	05	68%	
RAYMAN 3: HOODLUM HAVOC	34	80%	
RC REVENGE PRO	04	56%	
READY 2 RUMBLE: ROUND 2	04	82%	
RED CARD	23	80%	
RED DEAD REVOLVER	49	86%	
RED FACTION	11	88%	
RED FACTION 2	29	85%	
RED NINJA: END OF HONOUR	61	73%	
REIGN OF FIRE	30	71%	
RESIDENT EVIL 4	**68**	**97%**	
Beautiful, visceral, horrifying and absolutely essential. Get it.			
RESIDENT EVIL CODE: VERONICA X	13	80%	
RESIDENT EVIL: DEAD AIM	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	20	41%	
RESIDENT EVIL OUTBREAK	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	67	68%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	38	80%	
REZ	18	66%	
RIBBIT KING	55	22%	
RICHARD BURNS RALLY	51	66%	
RIDGE RACER 5	01	72%	
RIDING SPIRITS	27	46%	
RIDING SPIRITS 2	50	48%	
RING OF RED	10	74%	
RISE TO HONOUR	47	71%	
ROBOTECH: BATTLECRY	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	16	63%	
ROADKILL	44	72%	
ROCKY	29	84%	
ROCKY LEGENDS	55	66%	
ROGUE GALAXY	**73**	**91%**	
Space piracy is the theme in yet another cracking RPG.			
ROLLERCOASTER WORLD	47	50%	
ROMANCE OF THE THREE KINGS VIII	48	70%	
R: RACER EVOLUTION	45	37%	
RTX RED ROCK	38	55%	
RUGBY 2004	40	81%	
RUGBY 2005	63	61%	
RUGBY CHALLENGE 2006	70	64%	
RUMBLE RACING	10	76%	
RUMBLE ROSES	59	69%	
RUNE: VIKING WARLORD	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	33	78%	
RYU GA GOTOKU	71	80%	
SAMURAI JACK: THE SHADOW OF AKU	51	59%	
SAMURAI WARRIORS	52	80%	

RICH'S TOP FIVE

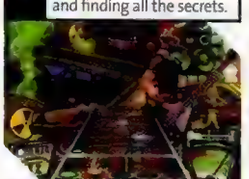
RICH PLAYS SO MUCH GUITAR HERO, HIS RIGHT HAND FELL OFF.

1 RESIDENT EVIL 4

Amazing graphics, brilliant storyline, phenomenal gameplay. What more can you say about it? You really should buy it right now.

2 KINGDOM HEARTS

The combat can get a little frustrating, but this game keeps on giving. It's endless fun completing the tasks and finding all the secrets.



3 GUITAR HERO

Without doubt the best party game available – great songs and gameplay. The sequel *will* need some AC/DC tracks on it though.

4 METAL GEAR SOLID 3

The game that opened my eyes to *MGS* series. After playing this I went back and played *MGS1* and *MGS2*. Awesome stuff.

5 GUN

Just a terrifically fun Western shooter. I really enjoyed the free roaming stuff and the side missions. Yee, and indeed, haw.

GAME NAME	ISSUE	SCORE	AWARD
SAMURAI WARRIORS: XTREME LEGENDS	59	66%	
SAMURAI WESTERN	65	79%	
SAVAGE SKIES	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	63	50%	
SCOOBY DOO: MYSTERY MAYHEM	49	51%	
SCRABBLE 2003 EDITION	40	64%	
SECOND SIGHT	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre.			
SECRET WEAPONS OVER NORMANDY	45	76%	
SEEK & DESTROY	39	69%	
SEGA BASS FISHING DUEL	33	53%	
SEGA CLASSICS COLLECTION	72	41%	
SEGA RALLY 2006	72	68%	
SEGA SUPERSTARS	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	49	74%	
SHADOW HEARTS: COVENANT	60	84%	
SHADOW MAN: 2ECOND COMING	20	68%	
SHADOW OF MEMORIES	06	80%	
SHADOW OF ROME	58	85%	
SHADOW OF THE COLOSSUS	**69**	**91%**	
Stab big monsters in one of PS2's most astonishing feats.			
SHADOW THE HEDGEHOG	70	60%	
SHARK TALE	55	29%	
SHELLSHOCK: NAM '67	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	64	85%	
SHINOBI	35	75%	
SHOX	28	61%	
SHREK 2	51	78%	
SHREK SUPER SLAM	70	70%	
SHOWDOWN: LEGENDS OF WRESTLING	50	72%	
SILENT HILL 2	15	88%	
SILENT HILL 3	36	87%	
SILENT HILL 4: THE ROOM	52	74%	
SILENT SCOPE 3	31	54%	
SILPHEED	03	51%	
SIMPSONS HIT AND RUN	42	77%	
SIMPSONS ROAD RAGE, THE	16	76%	
THE SIMS	31	85%	
THE SIMS 2	69	75%	
THE SIMS: BUSTIN' OUT	44	79%	
SINGSTAR	**49**	**90%**	
For people who don't like games. And for people who love games.			
SINGSTAR 80'S	68	81%	
SINGSTAR POPWORLD	62	70%	
SINGSTAR ROCKS	74	80%	
SKY ODYSSEY	08	79%	
SLAM TENNIS	25	77%	
SLY RACCOON	31	80%	
SLY 2: BAND OF THIEVES	55	81%	
SLY 3: HONOUR AMONG THIEVES	69	87%	
SMASH CARS	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	50	85%	
SMUGGLER'S RUN	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	17	77%	
SNIPER ELITE	67	80%	
SNK VS CAPCOM: SVC CHAOS	59	78%	
SOCOM: US NAVY SEALS	30	82%	
SOCOM 2: US NAVY SEALS	**44**	**90%**	
Immersive and dramatic – worth hooking up to broadband for.			
SOCOM 3: US NAVY SEALS	74	78%	
SOLDIER OF FORTUNE: GOLD EDITION	23	64%	
SONIC HEROES	46	66%	
SONIC RIDERS	74	59%	
SOUL CALIBUR 2	**40**	**93%**	
The very best fighter money can buy.			
SOUL CALIBUR III	69	89%	
SONIC MEGA COLLECTION PLUS	58	69%	
SONIC GEMS	68	55%	
SOUL REAVER 2	17	78%	
SPARTAN: TOTAL WARRIOR	67	88%	
SPAWN ARMAGEDDON	47	69%	
SPEED KINGS	37	55%	
SPHINX AND THE CURSED MUMMY	46	64%	
SPIDER-MAN: THE MOVIE	24	70%	
SPIDER-MAN 2	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best *GTA* clone.			
SPINDRIVE PING PONG	62	32%	
SPLASHDOWN	16	75%	

GAME NAME	ISSUE	SCORE	AWARD
SPLASHDOWN 2: RIDERS GONE WILD	40	75%	
SPLINTER CELL	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.			
SPLINTER CELL: CHAOS THEORY	61	88%	
SPLINTER CELL: PANDORA TOMORROW	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	58	29%	
SPY FICTION	54	75%	
SPY HUNTER 2	46	67%	
SPYTOY	67	65%	
SPY VS. SPY	61	32%	
SPYRO: ENTER THE DRAGONFLY	30	68%	
SSX ON TOUR	68	83%	
SSX TRICKY	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay and pure fun.			
SSX3	**41**	**94%**	
Makes you feel good about life. Responsive and thrilling.			
STAR OCEAN 3	55	85%	
STARSKY & HUTCH	38	77%	
STAR TREK VOYAGER: ELITE FORCE	23	75%	
STAR WARS: BATTLEFRONT	54	77%	
STAR WARS: BATTLEFRONT 2	69	80%	
STAR WARS: BOUNTY HUNTER	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	63	48%	
STAR WARS: JEDI STARFIGHTER	22	80%	
STAR WARS: STARFIGHTER	09	85%	
STAR WARS: THE CLONE WARS	33	69%	
STATE OF EMERGENCY	20	75%	
STOLEN	62	38%	
STREET FIGHTER EX3	05	79%	
STREET RACING SYNDICATE	62	62%	
STUNT GP	16	38%	
STUNTMAN	26	74%	
SUFFERING, THE	48	86%	
SUFFERING 2: TIES THAT BIND	67	73%	
SUIKODEN 3	39	66%	
SUIKODEN IV	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	39	56%	
SUMMONER	07	70%	
SUMMONER 2	29	73%	
SUM OF ALL FEARS, THE	29	57%	
SUPER BUST-A-MOVE	04	78%	
SUPERFARM	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	29	48%	
SUPER MONKEY BALL DELUXE	66	84%	
SWAT GLOBAL STRIKE TEAM	42	82%	
SWING AWAY GOLF	05	70%	
SX SUPERSTAR	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	50	75%	
TAITO LEGENDS	68	45%	
TAITO LEGENDS 2	73	40%	
TAK 2: THE STAFF OF DREAMS	64	72%	
TAK: THE GREAT JUJU CHALLENGE	74	66%	
TAZ: WANTED	28	70%	
TEENAGE MUTANT NINJA TURTLES	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	58	23%	
TEKKEN 4	**27**	**90%**	
Way more of everything than the stopgap *Tournament* title. Brilliant.			
TEKKEN 5	**61**	**91%**	
And even better again – the ultimate *Tekken*.			
TEKKEN TAG TOURNAMENT	04	87%	
TENCHU: FATAL SHADOWS	63	68%	
TENCHU: WRATH OF HEAVEN	34	70%	
TERMINATOR: DAWN OF FATE	28	49%	
TERMINATOR 3: REDEMPTION	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	16	44%	
THEME PARK WORLD	05	68%	
THING, THE	27	83%	
THIS IS FOOTBALL 2004	47	75%	
THIS IS FOOTBALL 2005	56	68%	
THUNDERHAWK: OPERATION PHOENIX	14	70%	
TIGER WOODS PGA TOUR 2005	54	82%	
TIGER WOODS PGA TOUR 2006	67	78%	
TIME CRISIS 2	16	78%	
TIMESPLITTERS 2	**28**	**95%**	
Stunning multi-player PLUS a massive single-player mode.			
TIMESPLITTERS 3: FUTURE PERFECT	**59**	**90%**	
Now rather more soulless than before. Still superb, though.			

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

PSP GAMES

1. GTA: LIBERTY CITY STORIES
2. VIRTUA TENNIS WORLD TOUR
3. LUMINES
4. BURNOUT LEGENDS
5. OUTRUN 2006: COAST 2 COAST

MULTI-PLAYER GAMES

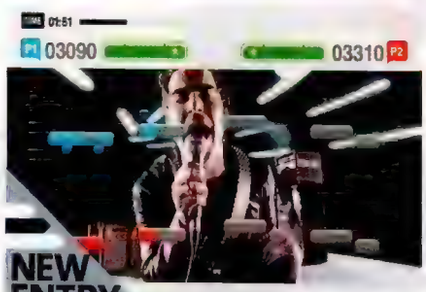
1. PRO EVOLUTION SOCCER 5
2. GUITAR HERO
3. SINGSTAR
4. VIRTUA TENNIS 2
5. MASHED

FILM LICENSES

1. SPIDER-MAN 2
2. ROCKY
3. THE PUNISHER
4. HARRY POTTER: AZKABAN
5. THE GODFATHER

UNFORTUNATE GAME NAMES

1. RING OF RED
2. EGGO MANIA
3. DARK CLOUD
4. DARK WIND
5. PRIDE FC



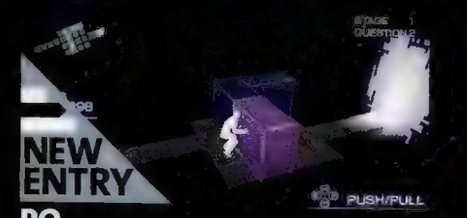
GAME NAME ISSUE	ISSUE	SCORE	AWARD
TOCA RACE DRIVER	26	82%	
TOCA RACE DRIVER 2	54	90%	
Tracks, cars and – vitally – racing are all super.			
TOCA RACE DRIVER 3	72	90%	
Just as superb as the last one. Vital for petrolheads.			
TOKYO ROAD RACE	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	38	58%	
TOMB RAIDER LEGEND	74	81%	
TONY HAWK'S AMERICAN WASTELAND	68	86%	
TONY HAWKS UNDERGROUND 2	55	89%	
TONY HAWK'S PRO SKATER 4	30	94%	
Lacks the impact of *THPS3*, but we suggest you get this version first.			
TOP GEAR DARE DEVIL	04	62%	
TOP GUN: COMBAT ZONE	16	67%	
TOP SPIN	68	61%	
TORINO '06: WINTER OLYMPIC GAMES	71	57%	
TOTAL CLUB MANAGER 2005	56	56%	
TOTAL IMMERSION RACING	31	74%	
TOTAL OVERDOSE	67	90%	
GTA in Mexico, basically, but with stacks of class. Terrific.			
TRANSFORMERS	49	84%	
TRAPT	73	39%	
TREASURE PLANET	29	75%	
TRIBES: AERIAL ASSAULT	37	74%	
TRUE CRIME	43	74%	
TRUE CRIME 2: NEW YORK CITY	70	71%	
TUROK EVOLUTION	27	71%	
TT SUPERBIKES	63	41%	
TWISTED METAL: BLACK	13	80%	
TY THE TASMANIAN TIGER 2	55	38%	
U MOVE SUPER SPORTS	57	63%	
UEFA CHALLENGE	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	59	62%	
UEFA EURO 2004	49	70%	
UFC: SUDDEN IMPACT	51	70%	
UFC: THROWDOWN	27	75%	
ULTIMATE SPIDER-MAN	68	79%	
UNDER THE SKIN	58	70%	
UNLIMITED SAGA	42	41%	
UNREAL TOURNAMENT	07	82%	
URBAN FREESTYLE SOCCER	45	72%	
URBAN REIGN	71	78%	
URBZ – SIMS IN THE CITY, THE	56	50%	
USA RACER	36	37%	
VAMPIRE NIGHTS	21	59%	
VAN HELSING	49	67%	
VIB RIPPLE	52	58%	
VICTORIOUS BOXERS	14	80%	
VIETCONG: PURPLE HAZE	54	71%	
VIEWTIFUL JOE	54	88%	
VIEWTIFUL JOE 2	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	36	87%	
VIRTUAL-ON: MARZ	39	56%	
VIRTUA TENNIS 2	30	88%	
V-RALLY 3	24	81%	
WACKY RACES	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	41	69%	
WALLACE AND GROMIT: CURSE O/T WERE-RABBIT	68	72%	
THE WARRIORS	68	87%	
WARHAMMER 40,000: FIRE WARRIOR	40	65%	
WAR OF THE MONSTERS	34	69%	
WAY OF THE SAMURAI	50	80%	
WDL THUNDER TANKS	06	69%	
WE LOVE KATAMARI	69	82%	
WHIPLASH	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	17	53%	
WILD ARMS 3	33	71%	
WILD WILD RACING	03	71%	
WINNING ELEVEN 9	66	91%	
As close to real football as you'll ever see on your PS2.			
WIPEOUT FUSION	19	73%	
WITHOUT WARNING	68	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	51	80%	
WORLD CHAMPIONSHIP RUGBY	48	55%	
WORLD WAR ZERO: IRONSTORM	48	77%	
WORMS 3D	42	80%	
WORMS 4: MAYHEM	64	47%	
WORLD RALLY CHAMPIONSHIP 4	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	61	68%	
WRC: RALLY EVOLVED	68	89%	
WRECKLESS: THE YAKUZA MISSIONS	30	38%	
WWE SMACKDOWN! VS. RAW	56	85%	
WWE SMACKDOWN! VS. RAW 2006	69	83%	
WWF SMACKDOWN! JUST BRING IT	16	80%	
WORLD POKER TOUR	70	43%	
THE X-FACTOR SING	69	18%	
XGRA: EXTREME G	40	75%	
X-MEN LEGENDS 2: RISE OF APOCALYPSE	68	71%	
X-MEN: NEXT DIMENSION	31	67%	
X-MEN: WOLVERINE'S REVENGE	36	75%	
X SQUAD	06	59%	
YETISPORTS ARCTIC ADVENTURES	65	44%	
YU-GI-OH!: DUELLISTS OF THE ROSES	41	62%	
ZATHURA	73	26%	
ZOE 2: THE 2ND RUNNER	35	79%	

PSP REVIEWS

Every PSP game PSM2 has ever reviewed. Look! Down there!

SPLINTER CELL ESSENTIALS

Sam Fisher's stealthy adventures become a quite literal spot of groping in the dark...



PQ

Test your intelligence! Discover you're a cretin! Weep salty tears and never leave bed again!

APE ACADEMY	66	85%
BURNOUT LEGENDS	67	92%
Like being smashed in the face in the best way possible. Stunning		
CHAMPIONSHIP MANAGER	70	51%
COLIN MCRAE RALLY 2005	66	84%
CODED ARMS	67	52%
THE CON	69	45%
CRASH TAG TEAM RACING	70	65%
DARKSTALKER CHRONICLES	66	74%
DAXTER	74	86%
DEATH JR	69	47%
DRAGON BALL Z: SHIN BUDOKAI	74	71%
EVERYBODY'S GOLF	66	81%
EXIT	72	84%
F1 GRAND PRIX	66	71%
FIFA 06	69	81%
FIFA 2005	66	68%
FIFA STREET 2	72	61%
FIGHT NIGHT ROUND 3	73	84%
FIRED UP	66	54%
FOOTBALL MANAGER HANDHELD	73	80%
FRANTIX	70	20%
FROM RUSSIA WITH LOVE	73	60%
GRAND THEFT AUTO: LIBERTY CITY STORIES	69	90%

DAXTER

Finally – a good PSP platformer. Shame it stars one of PS2's less likeable characters, but still.

GTAIII Remixed, in essence, but still an absolute stormer of a game.		
GHOST IN THE SHELL: STAND ALONE COMPLEX	70	50%
GO! SUDOKU	70	60%
GRIPSHIFT	70	78%
HARRY POTTER AND THE GOBLET OF FIRE	70	51%
INFECTED	71	77%
KAO CHALLENGERS	70	69%
KING KONG	71	56%
KOLOOMN	73	78%
LEMMINGS	72	78%
LORD OF THE RINGS TACTICS	69	80%
LUMINES	66	85%
MADDEN NFL 06	72	71%
MARVEL NEMESIS: RISE OF THE IMPERFECTS	70	58%
ME & MY KATAMARI	73	81%
MEDIEVIL RESURRECTION	66	67%
MEGAMAN POWERED UP	74	78%
METAL GEAR ACID	66	57%
METAL GEAR ACID 2	72	80%
MERCURY	67	85%
MIDNIGHT CLUB 3	66	87%
MIDWAY ARCADE TREASURES: EXTENDED PLAY	73	68%
MX VS ATV UNLEASHED	74	61%
NAMCO BATTLE MUSEUM	70	54%
NEED FOR SPEED: MOST WANTED	70	68%
NBA BALLERS: REBOUND	74	78%
NBA LIVE 06	72	74%
NBA STREET SHOWDOWN	66	80%
NEED FOR SPEED UNDERGROUND RIVALS	66	84%
NFL STREET 2	66	72%
OUTRUN 2006: COAST 2 COAST	73	88%
PQ: PRACTICAL INTELLIGENCE QUOTIENT	74	77%
PRINCE OF PERSIA: REVELATIONS	71	76%
PRO EVOLUTION SOCCER 5	69	80%
PURSUIT FORCE	68	80%
RIDGE RACER	66	88%
THE SIMS 2	71	67%
SOCOM US NAVY SEALS: FIRETEAM BRAVO	71	83%
SPIDER-MAN 2	66	50%
SPLINTER CELL ESSENTIALS	74	72%
SMART BOMB	66	36%
SSX ON TOUR	69	79%
STAR WARS BATTLEFRONT 2	70	80%
STREET FIGHTER ALPHA 3 MAX	72	84%
TALKMAN	72	79%
TIGER WOODS PGA TOUR 2005	66	76%
TIGER WOODS PGA TOUR 2006	69	72%
TOCA RACE DRIVER 2	66	79%
TOKOBOT	71	65%
TONY HAWK'S UNDERGROUND 2 REMIX	66	81%
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE	66	66%
VIRTUA TENNIS WORLD TOUR	66	91%
A 'must have' title. The best sports sim on PSP.		
WINNING ELEVEN 9	68	79%
WIPEOUT PURE	66	84%
WORLD RALLY CHAMPIONSHIP	66	80%
WORLD SNOOKER CHALLENGE 2005	67	70%
WORLD TOUR SOCCER	68	73%
WORMS: OPEN WARFARE	73	63%
WWE SMACKDOWN! VS RAW 2006	70	85%

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

PS2 / PSP tips

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

If Carlsberg made tips, they'd probably be the finest tips in the world. But they don't, so we do.

01 DRIVER: PARALLEL LINES

CHEAT MODE

Pause the game and select the 'Settings' option. Then select the 'Cheats' option and enter one of the following codes to unlock the corresponding cheat, which can then be toggled on or off:

INVINCIBILITY
Enter 'IRONMAN' as a code.

INDESTRUCTIBLE CARS
Enter 'ROLLBAR' as a code.

ALL VEHICLES
Enter 'CARSHOW' as a code.

FREE GARAGE
Enter 'TOOLEDUP' as a code.

INFINITE NITRO
Enter 'ZOOMZOOM' as a code.

ALL WEAPONS IN ERA
Enter 'GUNRANGE' as a code.

INFINITE AMMO
Enter 'GUNBELT' as a code.

WEAK COP CARS
Enter 'KEYSTONE' as a code.

02 SOCOM 3: US NAVY SEALS

BONUS MULTI-PLAYER CHARACTERS

Successfully complete the following areas on the indicated difficulty setting in order to unlock the corresponding multi-player character:

AL-KAMLI SARWAT (NORTH AFRICA TERRORIST):
Successfully complete North Africa on any difficulty setting of your choice.

KILLJOY (NORTH AFRICA SEAL):
Successfully complete all training missions to unlock Killjoy, the North African SEAL.

SEAL JUNGLE GHILLIE SUIT (NORTH AFRICA):
Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

TERRORIST JUNGLE GHILLIE SUIT (NORTH AFRICA):
Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

SEAL WINTER GHILLIE SUIT (POLAND):
Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting

TERRORIST WINTER GHILLIE SUIT (POLAND):
Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting.

CHOPPER (SOUTH ASIA SEAL):
Successfully complete South Asia on any difficulty setting.

HARI RAMAN (SOUTH ASIA TERRORIST)
Successfully complete South Asia on the Captain or Admiral difficulty setting.

SEAL DESERT GHILLIE SUIT (SOUTH ASIA)
Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting.

PSP TIP

1 MX VS ATV UNLEASHED: ON THE EDGE

CHEAT MODE
Enter 'TOOLAZY' as a code to unlock all bonuses.

ALL FREESTYLE TRACKS
Enter 'HUCKIT' as a code to unlock freestyle tracks.

ALL MACHINES CHALLENGE TRACKS
Enter 'LEADFOOT' as a code to unlock all Machines Challenge tracks.

ALL OPEN CLASS TRACKS
Enter 'NOTMOTO' as a code.

ALL NATIONAL TRACKS
Enter 'GOOUTSIDE' as a code.

ALL SUPERCROSS TRACKS
Enter 'GOINSIDE' as a code.

ALL TRACKS
Enter 'PITPASS' as a code to unlock all tracks.

ALL BIKES
Enter 'BRAPP' as a code to unlock all bikes.

ALL ATVS
Enter 'COUCHES' as a code to unlock all ATVs.

TIPS ROUND-UP

BACKYARD WRESTLING 2

CHEAT MODE
At the main menu, hold L1 and press ⊗, ▲, ⊗, ▲, ◎ to enable the 'Cheats' option.

ALL BONUSES
At the main menu, hold L1 and press ⊗, ◻, ▲, ◎, ⊗, ◻, ▲, ◎ to unlock all bonuses.

ALL WRESTLERS AND FMV SEQUENCES
Successfully complete career mode to unlock all wrestlers and FMV sequences.

PLAY AS ZANDIG
Defeat Zandig, then buy his movie in the shop to unlock him as a playable character.

BLOCK 50 CONSTANT. ATTACKS IN JUNKYARD
Keep blocking until you see them charging a block break. Then, let them hit you and it will not restart your progress.

BURNOUT REVENGE

EASY CRASHBREAKER
When your Crashbreaker meter is at 99%, press ⊗. You will only have to tap Circle two or three times to get a full Crashbreaker. Additionally, hold R1 until the Crashbreaker meter gets to 100%. When it does, it will be easier to blow up your car with R2.

Use Impact Time on Crash events before the Crashbreaker meter fills. The slower time makes the Crashbreaker easier to bring back up to 100% without having to wildly tap the button.

EASY TAKEDOWNS
Get behind another driver and hit them while using the boost to usually get a Takedown.

GLANCING OFF CORNERS
If you glance off a corner (not crash into it) while turning or drifting around it, you can hold Boost to return to top speed a lot faster than waiting for the car to accelerate itself. This is very useful on "Burning Lap" and "Preview" events where the gold medal is difficult to obtain.

TERRORIST DESERT GHILLIE SUIT (SOUTH ASIA)
Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting.

UNLOCK COLDKILL, DR MIRONOVA AND SCARECROW
Complete the game on PSP on any difficulty setting and link to the PS2 version to unlock the COLDKILL (Poland SEAL) and Dr. Basia Mironova (Poland terrorist) characters. Accumulate at least 24 hours of online game play time to unlock the Scarecrow character skin.

03 ONIMUSHA: DAWN OF DREAMS

ONIMUSHA ARENA

At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press ◻, R1, R2, ◎, ←, L1, L2, L3, →, ▲ to unlock the Onimusha Arena. Alternately, successfully complete the game on the Normal difficulty setting.

JUBEI WEARS CAMMY'S STREET FIGHTER COSTUME
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the "Special" menu, then press ◻, R1, L1, R3, ←, ▲, R1, ◎, ▲, L2.

OHATSU WEARS CHUN-LI'S STREET FIGHTER COSTUME
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press R1 L2, L3, ▲, ←, →→, L1, L2, ◎.

ROBERTO WEARS GUILE'S STREET FIGHTER COSTUME
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press ←, R3, →, ←, R3, L1, L2, L1, →, R3.

SOKI WEARS RYU'S STREET FIGHTER COSTUME
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press R1, ◎, R1, ←, ▲, L2, R3, →, ←, L2.

TENKAI WEARS KEN'S STREET FIGHTER COSTUME
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press R1, R1, ←, →, R3, ←, L1, ◎◎, ▲

JUBEI HAS TENNIS RACKET WEAPON
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press L1, L1, →, L1, ▲, →, L1, →, L3, L1.

OHATSU HAS PIGGY BANK WEAPON
At the main menu, select the 'Special'

TIPS ROUND-UP

2 DRAGON BALL Z: SHIN BUDOKAI

ADULT GOHAN (SUPER SAIYAN 2 FORM)
Defeat Broly in Chapter 2-6 of Dragon Road mode to unlock Adult Gohan (Super Saiyan 2 form).

ADULT GOHAN (SUPER SAIYAN FORM)
Defeat Frieza in Chapter 1-8 of Dragon Road mode to unlock Adult Gohan (Super Saiyan form).

CELL (SUPER PERFECT FORM)
Defeat Cell in Chapter 2-5 of Dragon Road mode to unlock his Super Perfect form.

GOGETA
Successfully complete the last chapter by taking the bottom path to unlock Gogeta.

GOKU (KAIOKEN FORM)
Defeat Krillin in Chapter 1-2 of Dragon Road mode to unlock Goku (Kaioken form).

GOKU (SUPER SAIYAN 2 FORM)
Defeat Fake Goku in Chapter 2-2 of Dragon Road mode to unlock Goku (Super Saiyan 2 form).

GOKU (SUPER SAIYAN FORM)
Defeat Janemba in Chapter 1-9 of Dragon Road mode to unlock Goku (Super Saiyan form).

GOTENKS
Defeat Gotenks in Chapter 1-4 of Dragon Road mode to unlock him.

GOTENKS (SUPER SAIYAN 3)
Successfully complete Chapter 3 in Dragon Road mode to unlock Gotenks (Super Saiyan 3).

GOTENKS (SUPER SAIYAN FORM)
Defeat Gotenks in Chapter 1-5 of Dragon Road mode to unlock his Super Saiyan form.

JANEMBA
Successfully complete Story mode to unlock Janemba.

MAJIN VEGETA
Use SS3 Goku to defeat Vegeta in Chapter 4 of Dragon Road mode, then complete the rest of the chapter to unlock Majin Vegeta.

PICCOLO (FUSE WITH KAMI FORM)
Defeat Cell in Chapter 2-1 of Dragon Road mode to unlock Piccolo (fuse with Kami Form).

PIKKON
Defeat Janemba in Chapter 2-9 of Dragon Road mode to unlock Pikkon.

VEGETA (SUPER SAIYAN 2 FORM)
Defeat Janemba in Chapter 2-7 of Dragon Road mode to unlock Vegeta (Super Saiyan 2 form).

VEGETA (SUPER SAIYAN FORM)
Defeat Android #18 in Chapter 2-3 of Dragon Road mode to unlock Vegeta (Super Saiyan form).

VEGETO
Successfully complete the last chapter by taking the top path to unlock Vegeto.

option. Highlight the 'Exit' option at the 'Special' menu, then press →, ▲, ←, L3, L1, ▲, ⊗, R3, ⊗, L2.

ROBERTO HAS BOXING GLOVES WEAPON
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the "Special" menu, then press ▲, R3, ▲, →, R1, L3, ▲, L1, →, L3.

SOKI HAS STEEL PIPE WEAPON
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press L2, ⊗, ▲, R2 L2, R3, ←, ⊗, L1, ▲.

TENKAI HAS MICROPHONE STAND WEAPON
At the main menu, select the 'Special' option. Highlight the 'Exit' option at the 'Special' menu, then press L2, R3, ⊗, ←←, →, R1, ←, R1, ←.

04 TAK: THE GREAT JUJU CHALLENGE

MAKE TAK'S HEAD BIG OR SMALL
While the game is loading, press right analogue stick ↑ to make Tak's head big or right analogue stick ↓ to make it small. Press ⊗ to jump and ▲ to make sparking puffs to appear from Tak's rear.

BONUSES
Go to Juju potions and select 'Universal Card'. Then put in the following numbers for bugs, crystals, and fruits:
PARTICLE EFFECTS: 24, 40, 11
MORE PARTICLE EFFECTS: 48, 57, 57
BONUS MUSIC: 6, 18, 3
MORE BONUS MUSIC: 67, 8, 20
BONUS SOUND EFFECTS: 20, 17, 5
MORE BONUS SOUND EFFECTS: 50, 84, 92
JUJU CONCEPT ART: 33, 22, 28

DEF JAM: FIGHT FOR NY

CHEAT MODE
Enter the 'Extras' menu and select the 'Cheats' option. Then, enter one of the following codes to activate the corresponding cheat function:
100 REWARD POINTS
Enter 'Crooklyn', 'GetStuff', 'Duckets', 'TheSource', or 'NewJack' as a code to get an extra 100 reward points.
BAXTER SONG (CHOPSHOP)
Enter 'Chopper' as a code to unlock the song Chopshop by Baxter.
BLESS SONG (GET IT NOW)
Enter 'Platinumb' as a code to unlock the song Get it Now by Bless.
BLESS SONG (SEIZE THE DAY)
Enter 'Sieze' as a code to unlock the song Seize The Day by Bless.
CHIANG SONG (DRAGON HOUSE)
Enter 'Akira' as a code to unlock the song Dragon House by Chiang.
CHIANG SONG (KOTO)
Enter 'GhostShell' as a code to unlock the song Koto by Chiang.
CNN SONG (ANYTHING GOES)
Enter 'Militain' as a code to unlock the song Anything Goes by CNN.
COMP SONG (COMP)
Enter 'Chococity' as a code to unlock the song Comp by Comp.
FAT JOE SONG (TAKE A LOOK AT MY LIFE)
Enter 'Cartagena' as a code to unlock the song Take A Look At My Life by Fat Joe.
ICE T SONG (ORIGINAL GANGSTER)
Enter 'Power' as a code to unlock the song Original Gangster by Ice T.
JOE BUDDEN SONG (WALK WITH ME)
Enter 'Pump' as a code to unlock the song Walk With Me by Joe Budden.
NYNE SONG (AFTERHOURS)
Enter 'Loyalty' as a code to unlock the song Afterhours by Nyne.
OUTKAST SONG (BUST)
Enter 'BigBoi' as a code to unlock the song Bust by Outkast.
PUBLIC ENEMY SONG (MOVE)
Enter 'Respect' as a code to unlock the song Move by Public Enemy.
RICBYOBYCHE SONG (LIL' BRO)
Enter 'GonBeTrubl' as a code to unlock the song Lil' Bro by Ricbyobyche.
STICKY FINGAZ SONG (MAN UP)
Enter 'KirkJones' as a code to unlock the song Man Up by Sticky Fingaz.
ULTRAMAGNETIC MCS SONG (POPPA LARGE)
Enter 'Ultramag' as a code to unlock the song Poppa Large by the Ultramagnetic MCs. Phew. We're all songed out now.

VEHICLE CONCEPT ART: 11, 55, 44
WORLD CONCEPT ART: 83, 49, 34

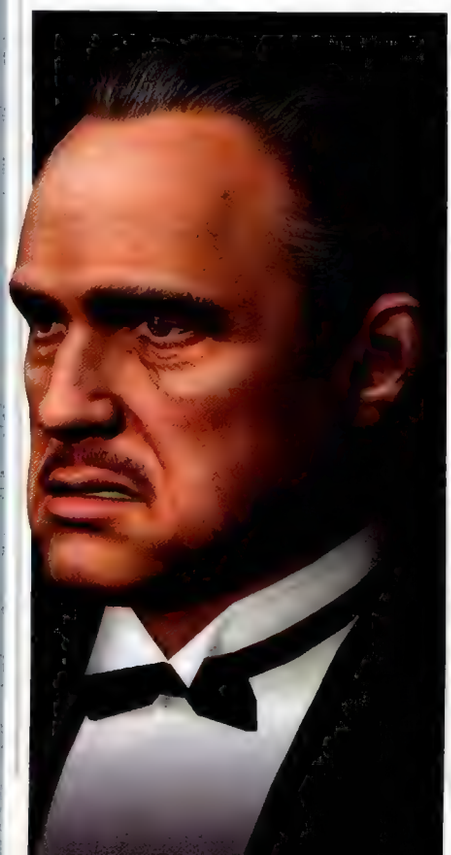
05 THE GODFATHER

ALL MOVIES
Pause the game and press Circle, ⊗, Circle, ⊗ (2), L3 to unlock all movies.

INFINITE MONEY AND RESPECT
Successfully complete the first mission, then save the game and quit before answering the phone downstairs. Reload your saved game to get $500 and 500 Respect points from the previous mission. Save the game, quit, then reload again as many times as desired to get $500 and 500 Respect points each time.

INFINITE AMMUNITION AND $1 MILLION
Become Don of New York to get unlimited ammunition and one million dollars. To become the Don, you must take over all businesses and rackets, then complete the contracts on the other families top Bosses.

RECOMMENDED WEAPONS
Do not waste money on safe houses. You can make it just fine with the ones you get in the story. Instead, use your money for clothing and weapons – the best weapons cost a lot but are well worth it. The Saturday Night Special is the best revolver and costs $75,000; the Assassin's Pistol is the best gun and costs about $200,000; the Python is the best magnum and costs $250,000; the Dillinger is the best machine gun and costs $450,000 and the Street Sweeper, which works like a shotgun, costs $500,000 and will kill most people in one shot.



06 DYNASTY WARRIORS 5: XTREME LEGENDS

FU XI'S FOURTH WEAPON
Play any level on the Hard difficulty setting and get 1,000 kills to get Fu Xi's Great Sword.

NU WA'S FOURTH WEAPON
Play any level on the Hard difficulty setting and get 1,000 kills to get Nu Wa's Rapier.

BODYGUARD MANUAL
Play the Ten Eunuch's Rebellion level. Defeat Duan Gui, Cao Jie, and Hou Lan while keeping He Jin alive.

NAGA EARRINGS
Play the Battle Of New Castle (Sima Yi, Xu Huang, Cao Pi). Kill 80 men, then kill all four generals outside of the castle before the gate opens. This item increases defence every 100 kills.

EXTREME MUSOU SCROLL
Play the Battle Of Mai Castle level (Guan Yu, Guan Ping, Xin Cai). Get 1,000 kills and a message that a precious item is in the castle will appear. This item increases the duration and damage of Musou.

FLYING DRAGON ARMOR
Play the Battle Of Qi Mountain level (Zhuge Liang, Wei Yan, Jiang Wei). Kill all enemy generals and sub generals. A precious item report will appear after the last one is killed. This item allows you to jump during charge attacks.

GREEN SCROLL
Play the Battle Of Han Shui level and wait for Xu Huang to appear. When he is given the order to charge your main camp, defeat him. This item raises your attack, but also lowers your defense.

ICE ARROWS
Play the Battle Of Yang Ping Gate level (Cao Cao, Cao Ren, Xiahou Yuan, Zhang He). Destroy twenty stone statues in less than five minutes. This item will add ice damage to your arrows.

KIRIN HOOF
Play the Duel In Nan Zhong level (Meng Huo, Zhu Rong). Kill Xu Huang in less than ten minutes or before the beast troops get through the center. This item makes your animal stronger.

MEAT BUN SACK
Play the Battle Of Xia Meng Gate level (Zhang Fei, Zhuge Liang, Wei Yan). Kill Yang Ren, Yang Ang, and Yang Song. This item increases the chance of soldiers dropping Meat Buns. Note: You also may be awarded the Demon Band if it appears in Zhang Lu's camp.

VAMPIRE ARMOR
Play the Ten Eunuch's Rebellion level (Dong Zhou, Yuan Shao). Allow Dong Zhou's fake Ten Eunuchs plan to succeed and defeat the Bandit leader four times. This item allows you to block at the moment an enemy attacks to get +50 Health.

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

07 24

INVULNERABILITY
Enter BAUER066 at the Cheats menu.

INFINITE AMMO
Enter ALMEIDA062 at the Cheats menu.

ALL LEVELS
Enter DESSLER072 at the Cheats menu.

ALL BONUSES
Enter PALMER054 at the Cheats menu.

08 FIFA STREET 2

ALL VENUES
At the main menu, hold L1 + A and press ←, ↑↑, →, ↓↓, →, ↓ to unlock all venues.

EASY WINS
Go to the 'Game Modes' screen, then choose your team. Go to 'Head Start' and set it as desired. For example, if you want to win by five goals then choose 'Head Start 4+' so that you will only have to score one goal to win.

09 SONIC RIDERS

AIR RIDING
When air riding (riding through the hoops with flight characters), all you really need to do as you go off most ramps is to move fast enough. No jumping is necessary. Press B or ◎ to boost just before you reach the ramp to just about guarantee you getting into the air. When air riding, just press ↑ to move your character downward, and ↓ to move him or her upward (like a plane).

AUTOMATED TRAILS
To use automated trails effectively, wait for the analogue stick spinning section to begin. When you spin it, it fills your air gauge up to the top. However, if you continue spinning it beyond that, the speed meter will go faster up to a certain point.

FINDING SHORTCUTS
Ramps usually lead to short cuts. To reach these short cuts, hold ⊗ for as long as possible (without slowing to a complete stop), then release it when you're at the very edge of the ramp.

LEVELING UP
Once you collect enough rings during a race, you will level up. The stream your character's board leaves will change colors, and his or her attacks will become more proficient.

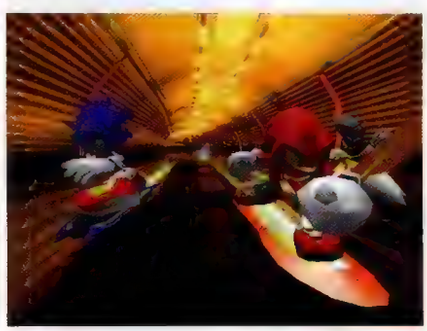
TURBULENCE
To use turbulence effectively, wait for it to appear and ride on it. After you see arrows on the side, move towards it to gain speed and air. Also, it's an effective way to get in position to pass and hit an opponent.

TRICK SETS
Each character has three sets of tricks that can be done. To see all three sets you must use the skates, boards, and motorcycles.

VOICE ANNOUNCER
While playing as Shadow, perform a few tricks. If you listen closely, you can hear the announcer say "She has made a perfect landing!" or "She landed perfectly and has taken advantage of the speed boost!"

SHORT CUT IN GREEN CAVE
When you see the first ramp near the end of the stage, get your jump to maximum height without slowing down. Make sure you are going at maximum speed and hold the ↑. If done correctly, you will hit three spider webs and cut off part of the track.

SHORT CUT IN METAL CITY (NIGHT)
At the beginning of the race, go as fast as possible. Then get to the highest jump possible without going any slower. You can do one trick during this, but it is easy to make a mistake – do not attempt it unless you are skilled at angles. If done correctly, you will have jumped on a platform that leads through a small part of the stage. The Power attribute is best here, because there are many obstacles that'll bash into you unless you are skilled at dodging.



TIP

3 DAXTER

JAK MASK
Go to the second cell block that is patrolled by three guards in the Prison level. Sneak behind the guards and follow them moving counter-clockwise. Collect the key behind the second pillar. Use it to open the first door you see to the northeast. Smash the picture on the shelf to find the Jak Mask.

RATCHET MASK
After the part where you jump from train to train in the Subway level, you will come to a section where you have to climb up some net, while avoiding the energy going up it. Once you reach the top, look down the side closest to the entrance to the next part of the level. Drop down onto the ledge, then smash the picture to find the Ratchet Mask.

SAMOS MASK
After the first bug zapper in the Lumbermill level, you have to pass a few saw blades. Then, look to your right to see a tunnel with a saw blade in it. Look to your left to see a stream. Jump off the platform to your left and hover, while staying close to the wall. After a few seconds, you will come to a small space in the wall. Inside is the picture. Smash it to find the Samos Mask.

PSM2 MICRO GUIDE

All the hardest bits BESTED in one fat eyeful

THIS MONTH: DRIVER: PARALLEL LINES

THE 10 HARDEST BITS

1. BREAD RUN

There's a brilliantly cheeky cutscene just up for this one between ring-rider Kaiser (and green-pate enthusiasts in your designers' view of their favourite is now at liberation) and you're left a sort of short standing behind a car stamped 'bait' in the club [illegible]

2. ROSALITA RACER

Stuck? It's much easier if you barge the ambush vehicles *before* each tow. Now for Rosalita. Grab the car near the start if your modded vehicle is only fit for scrap. The best route is left at the first junction, then right to cross the park down south diagonally. Pelt along its western edge, then head south for a bit until you trundle onto the subway tracks. No traffic here, but keep off the actual rails – they slow you down. Stay southerly and approach Rosalita from the east. Take the same route back, as the subway and park will always help shake off pursuers.

3. CIRCUIT BREAKER

[illegible]

4. PADDY WAGON

Peeling away the cop cars is the key here. Ding them with bullets as soon as you can so they come over for 'a chat' – no need to barge them as they don't take much punishment from a Service 9. The transport itself won't ever 'get away', so take your time: keep your distance and use L1 to gradually wear down its defences from afar. The idiot driver will usually help by crunching into the odd tree. The general idea is to avoid getting shot – if you keep your health up, you'll avoid having to engage in an on-foot bullet-battle with the wardens when the transport finally stops. Just run straight through the hail of bullets and va-va-voom with the van.

5. THE WINKLE

[illegible]

6. THE MEXICAN

The subway chase isn't too taxing. Just tear under and alongside the tracks, and avoid the ramps. The final shootout's the killer. Spin around and use L1 as soon as things kick off. Then run over to the bike parked in the corner. Dart in and out of cover here, using L1 to off the rooftop shooters. Then grab the health pack nearby, make sure you've scooped up every bit of ammo from corpses, and strafe sideways to take out our Mexican mate.

7. RUSH HOUR

I don't try to a [illegible]

8. BISHOP

There's no secret to this mission except getting it over with quickly. As soon as Bishop rolls in, flick left to switch to the rockets, hold L1 to aim, and keep hamming the L1 button while driving so that your car's bonnet is pointing towards the tank – this'll ensure the rockets don't fly off towards oblivion. It's likely your car will be knocked out by Bishop's first shot, but by this point he should be two or three direct hits away from going up in smoke.

9. BEAR CAGE

Collecting and [illegible]

10. CORRIGAN

During the warehouse battle, spend time searching a room after clearing it – you'll find a red cross box, making the next batch of enemies a cinch. Outside, hang back from the gate and aim for the cop cars. You can step a little way out without triggering Corrigan's flight, so kaboom everything in the vicinity, then hop in the parked sports car over the road. You don't need to *catch* Corrigan (yet) – head up around the curving road at the top of the island to trigger the tunnel chase, where you'll simply have to learn the pattern of rocks and kamikaze cars. Finally, break Corrigan's fave toy.

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Knight Rider	tv6	Twighlight Zone	tv14
Mission Impossible	tv7	X-Files	tv15
The Puppet Show	tv8	Flintstones	tv16

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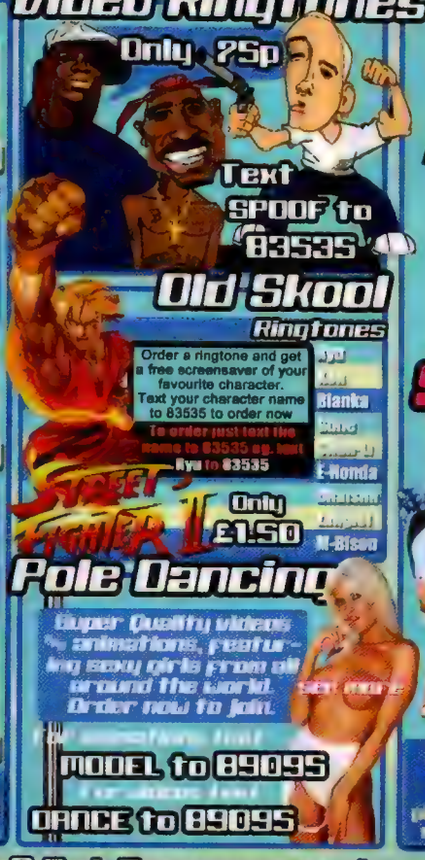
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"SECRETS SHATTERED"

TOMB RAIDER LEGEND

Want to unlock Lara's secret outfits? Here's how to 100% the game and find every hidden reward.

CROFT MANSION

Here, we tell you where all the Rewards are located in Lara's swanky pad. Hey, don't 'mansion' it.

EQUIPMENT

MAGNETIC GRAPPLE
This is in a safe on the back wall of the IT area, which is opened by tapping on the laptop that's on the floor to the right of the desk.

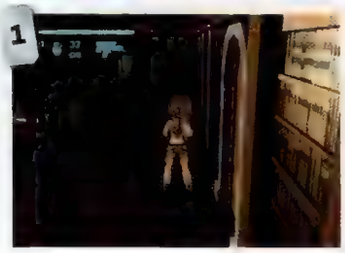
PERSONAL LIGHT SOURCE
This can be found on the desk in the Study next to where Alistair is sat working.

TWIN PISTOLS
These are found in a secret wall compartment in the bedroom. Pull the levers either side of the compartment to open it.

BINOCULARS
Follow the instructions for the Silver Reward 4 in the Swimming Pool area. They aren't essential, just useful to have.

STUDY

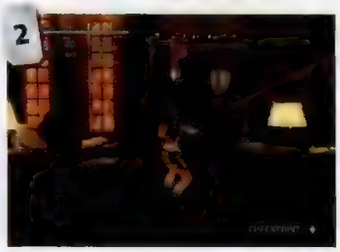
SILVER REWARD 1
When entering the study turn right to see loose boards in the corner. Shoot them to find a Silver Reward.



BRONZE REWARD 1
Go up the stairs to a smaller room and there's a Bronze Reward just to the right as you enter.

BRONZE REWARD 2
Also in the small upstairs room, pull the lever in the left hand to open a secret panel.

SILVER REWARD 2
Take the stack of shelves from where you found Silver 1 and place them on the floor switch to the left of Alistair's desk. At the bottom of the stairs look up to find another stack of shelves that can be brought down using the grapple. Place this on the switch to the right of the desk and a secret passage will appear. Enter it to find Silver Reward 2.



BRONZE REWARD 3
In the secret passage, shoot all the crates for a Bronze Reward. Follow the passage to the far end and pull the face plaque tongue.

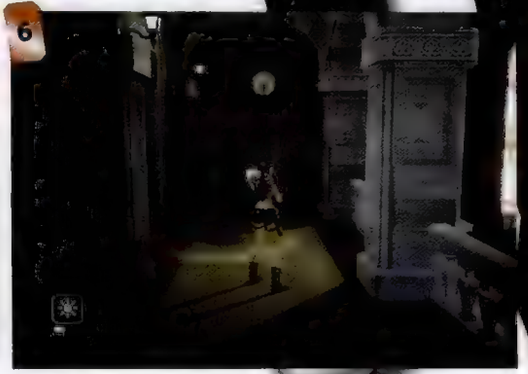
BEDROOM

BRONZE REWARD 4
Easy to find, it's just behind Lara's bed.

MAIN HALL

BRONZE REWARD 5
Facing the stairs in the Main Hall, move to the top left corner to a Bronze Reward by the door.

BRONZE REWARD 6
Go up the stairs and head up to the left balcony. At the top, look up to see a plaque. Pull this out with the grapple to reveal a Bronze Reward.



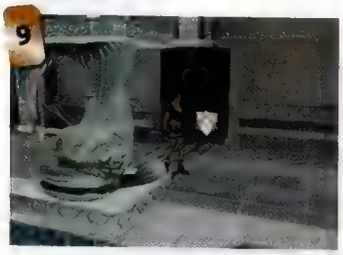
SILVER REWARD 3
This can be found in the corresponding alcove to where you found Bronze Reward 6, on the opposite balcony. Instead of pulling the circular plaque, shoot it out to reveal the Silver Reward.

SWIMMING POOL

BRONZE REWARD 7
Upon entering the Swimming Pool area, walk round to the top left corner of the pool to find a Bronze Reward behind some deckchairs.

BRONZE REWARD 8
In the swimming pool, if you enter the water from the entrance side, the Reward is to be found in the bottom right corner.

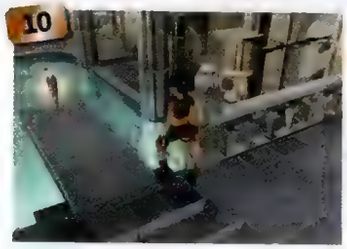
BRONZE REWARD 9
Go to the left hand side of the pool (as you look from the entrance), pull the fish statue out and position it as close the pool as possible. In the alcove where the statue was, you'll find a Bronze Award. While on this side of the pool, look up and use the grapple to pull out the spears so they can be used to swing on.



BRONZE REWARD 10
Go into the swimming pool area, head to the right-hand side and pull the two fish statues out as far they can go. Climb up onto the furthest one from the entrance and use it to leap and swing on the spear that's jutting out.

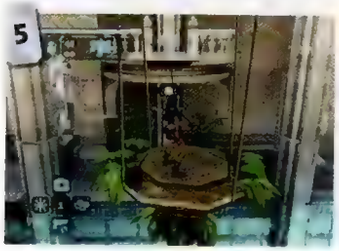
From the spear, swing and catch the ledge under the balcony then shimmy round to backward leap onto the second fish statue. Then it's just another leap to swing on the second spear to reach the balcony. Once on the balcony you can collect a Bronze Reward from the diving board.

Directly behind the diving board are two statues. Rotate them so they are facing each other and their spears are crossed to reveal a face plaque. Pull the tongue to unlock the passage way in the swimming pool.
If now you rotate the statues so they're looking away from each other, this will reveal another Gold Reward clue. This is vital for collecting the Gold Reward, so do it.

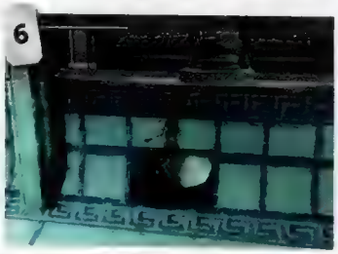


SILVER REWARD 4
Go to the balcony opposite that you found Bronze 10 on. Jump onto the first spear, then swing across. Behind the fish statue on the far right is the Silver Reward. Lara's binoculars can be found on the horse statue.

SILVER REWARD 5
While on this balcony, pull a large stone boulder from its berth and onto the floor switch. This will lower a metal platform. Climb on the fish statue, then leap onto the hanging platform. Use the grapple hook to make the platform swing and jump to the silver reward.

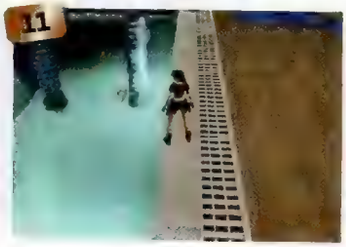


SILVER REWARD 6
Dive in the pool and pull the lever on the wall by the entrance. This will open the tunnel leading to the pool in the Climbing Room. As you swim through you'll find a Silver Reward.

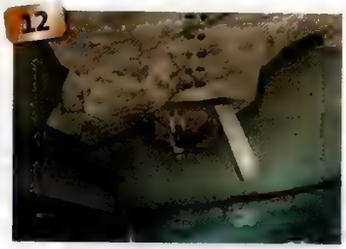


CLIMBING ROOM

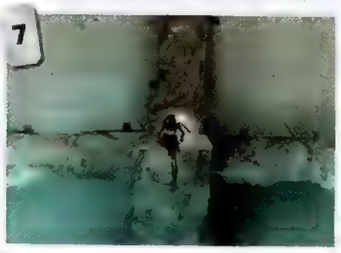
BRONZE REWARD 11
A Bronze Reward can be found at the bottom of the pool.



BRONZE REWARD 12
Jump up to the ledge on the large stone at the far end of the room. Jump back to the pole, then onto the horizontal pole to swing to a vertical wall bar. From here leap right to the ledge, shimmy round and leap to the higher ridge. Drop off the ledge onto the sloped rock below, then quickly leap up onto another wall ridge. Leap up to the green handholds, then jump right from the top of these to a ledge, then right again to a pole. Swing to the next pole, then to a ledge that lets you to drop to an alcove to pick up the Reward.



SILVER REWARD 7
It's on the ledge just above the swimming pool. You can't pull yourself up from the water, so just jump to it from the side. Easy.



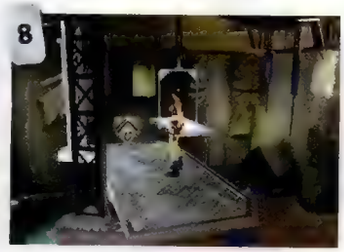
BRONZE REWARD 13
Use the grapple on the bar near the entrance to turn it. Use the blue ramp to jump to a bar, then to the one you moved. Jump to the right of a rock and to a wall ledge. Leap up to the higher one and back onto the first of two bars. Leap to the second, then drop down and leap for the alcove with the Bronze Reward.

BRONZE REWARD 14
Follow the same steps as Bronze 13, but after the first jump off the right hand side of the sloped rock, don't jump to the higher wall ledge – instead shimmy round to the right then jump to the vertical pole. Next, jump to a vertical wall bar, right to a wall ledge and right again onto a ladder. Climb this until you're able to leap safely to the left to a wall bar, then it's just another leap to the left to hit the alcove with the reward.

BRONZE REWARD 15
Return to the ladder you used to get 13. From near the bottom you should be able to leap right and reach the lower of two wall ledges. Jump up to the higher one, then back to a vertical pole. Once securely on, move the camera so you can see a alcove down below with a Bronze Reward. Climb high on the pole then leap to the alcove. You might hit a horizontal pole en-route; if so drop down onto the alcove ledge, then pull yourself up.

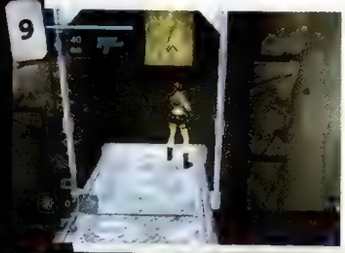
BRONZE REWARD 16
Use the grapple to switch the horizontal bar in the top right of the room into a vertical bar. Then get to it via the stone ledge, leap left to another vertical bar and left again to a wall ledge. Then it's two jumps to the right to hit the alcove with Bronze Reward 16.

SILVER REWARD 8
Use the grapple to swing the wall ladder used for Bronze 14 away from the wall itself. Then reach it in just the same way as you did to get Bronze 13. Climb to the very top of the ladder and jump right to reach the suspended platform. This should then glide towards the platform on the other side of the room, with the Silver Reward on it, so wait until it's close enough to make the leap and Silver Reward 8 is all yours.



SILVER REWARD 9
Face the wall by the pool and just above where you got Silver 7 is another moveable wall part. Use the grapple on it and it will reposition a horizontal bar. To get to this bar, use the same route as you did for Bronze 12 then backwards jump from a wall ledge.

From here you must swing on two slightly skewed horizontal bars to reach another suspended platform. If you're having problems swinging onto the platform, swing from the very end of the bar. Now use the grapple pull the platform near the alcove with the reward and leap over to get it.



BACK TO THE STUDY

SILVER REWARD 10
Silver 10 is only accessible if you've read the clue gained by repositioning the statues on the swimming pool balcony to face away from each other, so make sure this has been done. Now it's all about pushing four books back onto their shelves. Here's the order that they must be pushed: blue, yellow, green, red. Blue is on the ground floor to the left as you look at the exit, yellow is in the small upstairs room, the green is up the stairs on the balcony and red is downstairs next to the panel that eventually opens. Pick up the Silver and read another Gold Reward clue.

MAIN HALL

GOLD REWARD
By now you should have read all the Gold clues from the secret passage between the Study and Bedroom, by the statues in the Swimming Pool and near where you found Silver 10. If so, the pictures and the end of each balcony in the Main Hall will have been replaced by plaques with tongues. These have to be activated one after another within a time limit, so use the grapple to pull down the spears so you can swing across. Now pull the tongue on the opposite balcony to the Study/Bedroom then immediately swing across and pull the other tongue. A statue will appear in the hall. Twist it so it faces the window, then stand on the floor switch. Another platform will raise with the Gold Reward on top, which can be reach using the spears above it.

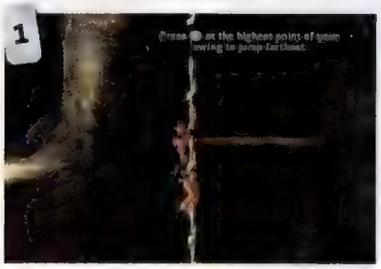
BOLIVIA

You won't Bolivian on a prayer any more – we know all the Rewards here.

BRONZE REWARD 1
From Lara's starting point, walk forward and the Bronze Reward is just the other side of the boulder.

BRONZE REWARD 2
After you've made the first jump across the river you'll find the reward in an alcove to the right.

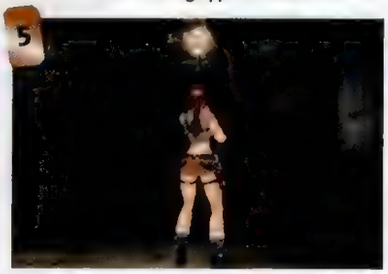
SILVER REWARD 1
This is accessible during Lara's first rope swing. Hang on the rope and turn to the left. You should see a dark cave entrance. It's at the very end.



BRONZE REWARD 3
It's to the left of two small waterfalls. You'll come to these just after Lara's first encounter with a mercenary.

BRONZE REWARD 4
On a ledge behind a waterfall where Lara tackles two guards. Once under the 'fall it's one leap up to collect it.

BRONZE REWARD 5
This is found just after Lara's first grapple swing. Walk through an archway and look up to the left to see the Reward. Use the grapple to collect it.

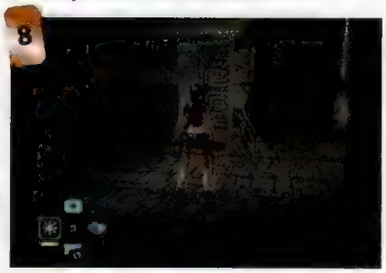


BRONZE REWARD 6
Lara stumbles upon a group of mercenaries. To engage them Lara must slide down a slope. The bronze Reward is in an alcove directly at the base.

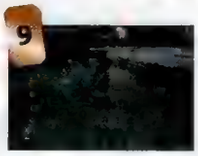
BRONZE REWARD 7
Come out of the alcove where 6 was found turn right, clamber over a small ledge and then turn right again.

SILVER REWARD 2
Climb the left of the temple entrance to find an alcove blocked with bricks that can blasted.

BRONZE REWARD 8
Once inside the temple, just after Lara has swung across a booby trap, there's an alcove. This is situated just before the chain climb.



BRONZE REWARD 9
Straight after the chain climb, Lara must swim through a tunnel to the right. It then goes left, but don't follow it, go up and find the Reward.

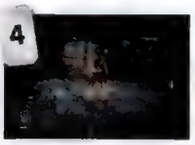


BRONZE REWARD 10
This is found in the tomb where Lara must solve the see-saw puzzle. Go to the right and the Bronze Reward is hidden on a ledge.

GOLD REWARD
The Reward is above the gate that Lara has to open with the see-saw puzzle, so get it open by positioning the crates on the switches. Then remove the crate from the central switch so the door closes. Now remove a crate from one of the other switches, then replace the crate on the central switch – this will lock the gears. If you look at the gate itself it has ridges. Now you have to align these with the highest ridges on the pillars next to the gate. This is achieved by facing the gate then getting Lara to stand on the crate-less side switch. Now clamber to the gate using the chains and ledges on the side of room. Use the ledges on the pillars by the exit to climb up then leap onto the gate. Then jump up.

SILVER REWARD 3
This can be found on the left hand side of the see-saw tomb as you look at it from the exit platform. Use chains and ledges to reach it.

SILVER REWARD 4
Drop down into the area with the spinning poles. There's a section of wall that is coloured differently. Push it forward.



SILVER REWARD 5
In the same area as Silver 4, instead of heading for the exit, jump back onto the revolving poles and then swing onto the ledge with the Reward.

PERU

Think we don't know where all the rewards are here? We can Peru-ve it.

BRONZE REWARD 1
From the starting point in the village level, go to the back of the second house and climb onto the roof using the ledge. Immediately walk forward to the roof edge until you get the indicator that you can grapple swing. Next, swing over to rooftops opposite, drop down behind to find the Reward. Use the box to get back onto the street.

BRONZE REWARD 2
In the village courtyard go up the church steps to the left and then leap onto the market stall roof. Clamber onto the stone overhang. From here use the two horizontal poles to swing over to the other overhang to get the Bronze.

SILVER REWARD 1
In the village courtyard, use poles to get to the balconies. Kick open the grey door on the first to find a Silver Reward.

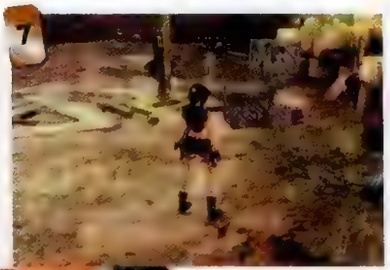
BRONZE REWARD 3
From the entrance to the courtyard take the street to the left and follow it round to find the Bronze Reward.

BRONZE REWARD 4
After the courtyard shootout, Lara has to fight her way through the streets. A bronze Reward can be found in an alleyway on the left.

BRONZE REWARD 5
In the area Lara finds a dead body, just after Lara activates the trap, there's only one spear intact. Move the box beneath this, then swing to the ledge.

BRONZE REWARD 6
This is by the Checkpoint that's activated once the Lara solves the puzzle after being chased the Unknown Entity. Just after Lara speaks to Amanda, the exit can be reached with a pole swing to a rope swing. Once the ledge is reached, follow it to the right to find the Reward.

BRONZE REWARD 7
After the flashback sequence has finished, a Bronze Reward can be found by a group of boxes next to the sealed entrance of the excavation site.



BRONZE REWARD 8
Just before the pool by the excavation site is a shack, bluey grey in colour. In the remains is a Bronze Reward.

SILVER REWARD 2
Once you've activated the four switches and opened the gate you can search for the Silver Reward.

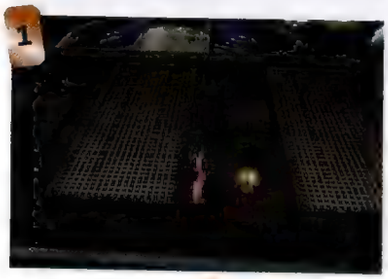
GOLD REWARD
This can be found in the chamber where the boulder puzzle is. Once all three boulders are in place and the beams of light have opened another tomb, it's time to find a fourth boulder. When leaving the main tomb you must take the 'high road' using the right hand statue. Past the statue, it's a case of a quick shimmy round a ledge to a series of platforms, one of which can only be reached with the use of the vine.

Once on this vine, hold Ⓐ and climb up further, then look to the left and to see a ledge just above a broken pillar. Swing onto this ledge, then shimmy and ledge jump to the left to find an opening. Clamber up here to find a fourth boulder that can be rolled down to the switches. Place the boulder on the switch directly behind the statue to raise the statue and reveal the Gold Reward. And you've cracked Peru!

TOKYO

Want to find all the Rewards here? Yeah, (tok)yo' know it makes sense.

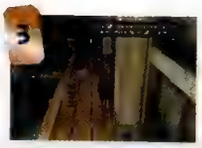
BRONZE REWARD 1
On the roof where you slide open the skylight to access the motorbike, you can jump up to another roof. On top is a crate that can be shot open. It contains the Bronze reward.



BRONZE REWARD 2
Once in the building that has the bike, descend the stairs. Right underneath the stairs is a crate.

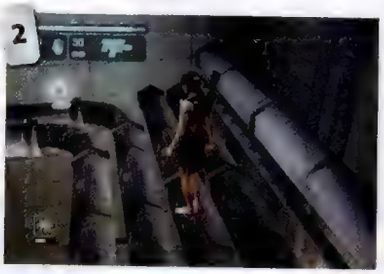
SILVER REWARD 1
It can be found in crate hidden in the middle of the five cardboard boxes by the wall directly opposite to Bronze Reward 2. Easy one, really.

BRONZE REWARD 3
Once the sequence with the bike has finished run to the very end of the lower level of scaffolding to find Bronze 3 in a crate.



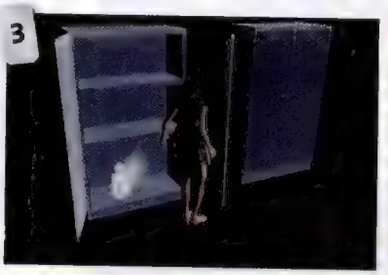
BRONZE REWARD 4
Once inside Takamoto's building go down the stairs to find a crate hidden among some cardboard boxes. You'll find Bronze Reward 4 hidden inside.

SILVER REWARD 2
From Bronze Award 4, go up two flights of stairs. Here you'll be able to walk onto a section of pipes through a broken railing. Jump onto a ledge on the left wall and shimmy as far right as possible. Do a backwards jump to reach a second of pipes where a crate containing a silver secret can be found. Take care on the pipes, though.



BRONZE REWARD 5
In the Yakuza office just to the left of the large screen is a glass office cubicle, in which is a crate. Hidden inside the crate is Bronze Reward 5, so open it up and nab it.

SILVER REWARD 3
In the upper level of the Yakuza control room (the opposite side from the large screen) are two cupboards in the right hand corner. Kick open the left hand one to reveal a Silver Reward. The second cupboard is empty.



BRONZE REWARD 6
Just as you enter the gallery, take a right and follow the stairs to the left. There's a Reward crate on the seating.

SILVER AWARD 4
Come down the stairs from the gallery entrance and go left. Kick open the second cupboard on the left.

GOLD REWARD
After you've swung the dragon statue to break the glass in the boardroom, climb up through the gap and take a right into Takamoto's office. Here you'll find a black and red crate. Push this off the edge you climbed up from down into the boardroom below and it will crack open, revealing the Gold Reward.

GHANA

How on Earth are you 'ghana' get all the rewards here?

BRONZE REWARD 1 & 2
Both these rewards can be found on the bottom of the pool of water that you dive into at the start. If you maintain a straight line Lara should emerge from the water facing the gate that has to be opened to continue. From this position there's a Bronze Reward on either side of the gate.

SILVER REWARD 1
This can be found under the island where the gate is located. Activate the switch that drains the waterfall and reveals the temple – swing on the rope, then pull the switch down with the grapple line. Swim under and collect the silver.

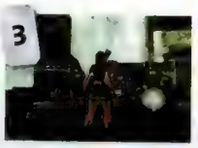
BRONZE REWARD 3
In the room with the mercenaries there's a Bronze Reward just to the right of the mounted gun.

BRONZE REWARD 4
Once Lara has negotiated her way round the room with the water wheels, she'll climb up a series of ladders. Eventually she'll enter a chamber that holds a leopard. The Bronze Reward is underneath the platforms.

SILVER REWARD 2
Once the suspended platforms have been negotiated a checkpoint is activated. This is followed by a dive into the water below. The Silver Reward is here.

BRONZE REWARD 5
After getting out of the water, there's a couple more rope suspended platforms to negotiate.

SILVER REWARD 3
After the boulder chase you'll emerge from the tombs, but instead of tackling the poles to ascend, turn around and use the ladder to reach the lower platform where a Silver Reward is in view.



SILVER REWARD 4
This is found in the area with the waterfall and rope bridge. The Reward is hidden behind a door on a ledge below and to the right of the platform of the far side of the rope bridge.

GOLD REWARD
To reach the final confrontation with Rutland, you must make your way up a set of broken stairs. Once at the top of these there's a floor switch that not only opens the final door, but the door at the base of the stairs. The switch is on a timer, so remain on it until the exit door is fully open then descend the stairs and duck into the gate.

KAZAKHSTAN

We know where all the rewards are – we (Kazakh)stan(d) and deliver.

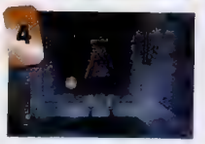
BRONZE REWARD 1
From the roof that Lara lands on from parachuting in, the Bronze Reward is on top of the building to the right. You can see the crate it's in from the mounted gun position.

BRONZE REWARD 2
It's in the back store room of the building Lara shoots up with the mounted gun, on the left of the shelf.

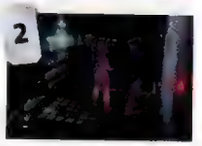
SILVER REWARD 1
To get to the second part of the camp, Lara has to zipline down. Once the area is clear, find a fenced off area in the top left corner. Shoot the barrel through the gap in the fence to break open the door and retrieve the reward in the crate.

BRONZE REWARD 3
After the crash, traverse the wreckage. Drop down off the second Soviet sign and look down to the left.

BRONZE REWARD 4
You must make your way down a series of slopes. Near the end of this section is a slope followed by a jump to a horizontal pole – but instead of leaping, just fall into the level below.

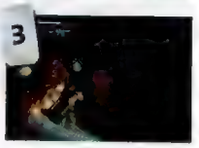


SILVER REWARD 2
Once the large map at the back of the room is illuminated, face it and look right to see a stack of ventilators to climb and reach a walkway. From here use the grapple to wrench open a door across the gap, then jump through.



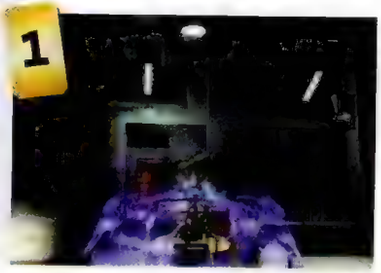
BRONZE REWARD 5
It's at the base of the Tesla Tower, just on the right hand side.

SILVER REWARD 3
At the top of the Tower, to the left is a cage with an explosive barrel and the Reward inside. To the left of the door is a hole, use it to shoot the explosive barrel to open the cage.



GOLD REWARD
The first step is done from the seat of the magnetic gun. You must push the hanging platform to the far right of the rail. The best way to do it is to aim just to the left of the metal bit that attaches the platform to the rail and keep on tapping fire to push it along. If this doesn't work, try to get some momentum by swinging the platform from the other end of the rail.

Stay in the seat of the gun and turn 90 degrees to the right. Aim above the grill to find four boxes that can be pulled out to create a new ledge. Now, using the magnetic gun, place a large crate under the ledge. Now climb onto the crates, onto the ledge, leap to a higher one, then shimmy round to the left. Drop down onto a platform to find the hanging platform you recently positioned. Cross this and jump onto a higher ledge. Turn right to see the Gold Reward in an alcove.



Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ENGLAND

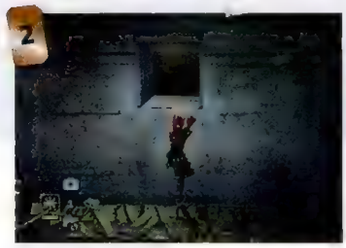
Follow our guide here and you'll soon (Eng)land all the rewards without any trouble.

BRONZE REWARD 1

It's the room you access by grappling away a grill then moving a box. It's in a crate.

BRONZE REWARD 2

On entrance to the main museum just before attempting the pole swings, look to the far right to see a small hole in the wall. Jump to the ledge then crawl through here.



BRONZE REWARD 3

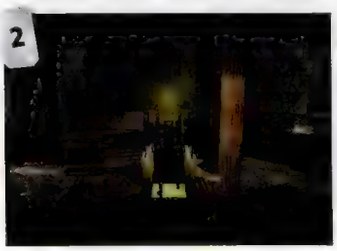
After shooting down a statue to create a platform to bridge a gap, there's an exhibition of two knights fighting. Just to the right of this is a hole which lead to the Reward.

SILVER REWARD 1

This is located in a hidden room high up on the right hand wall in the area with the forklift truck. Use the grapple hook to rip open the vent, then it's time to build a staircase with the forklift truck and the boxes. A stack of two boxes should do it.

SILVER REWARD 2

Drive the forklift down into the tomb and use it to ram the stone coffin at the end of the room to reveal the Silver Reward.



BRONZE REWARD 4

Right after you've driven your way through several walls, booby traps and over an edge, look to the right to see a Bronze Reward that can be retrieved with the grapple line.

BRONZE REWARD 5

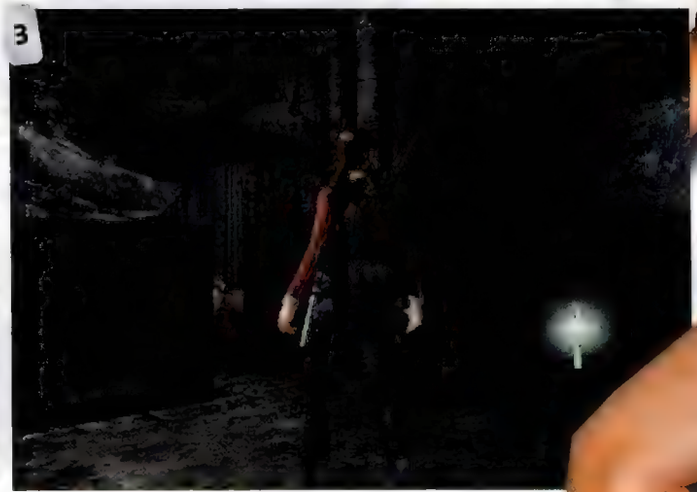
From the same platform that you got Bronze 4, turn left then look across the drop to see the Bronze Reward in a small alcove. Throw the grapple line to get it.

BRONZE REWARD 6

This can be found behind a wall during the descent down the broken staircase. After the first pole, swing to a small ledge. Lara then should ledge jump to the right onto some crumbly masonry. Tap Ⓐ to get along this quickly, then pull yourself up on to a small ledge. From here, walk left into a hidden corridor to pick up the Reward.

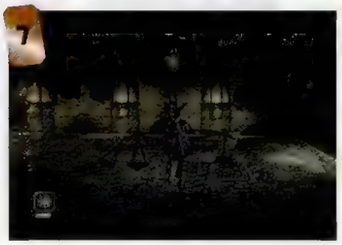
SILVER REWARD 3

After the fire booby traps use the crate to climb over the gate, then open it using the lever. Pull the crate into the new tomb and use it to stop the death jam propellers to the left. Walk through the gap to get the Reward.



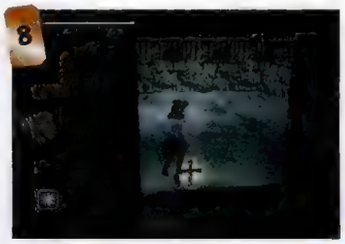
BRONZE REWARD 7

Number 7 is in the same tomb as the coffin that you'll need to hold a floor switch down. It's on the opposite wall to where the coffin can be found. Swing on a chandelier to crack open the grill and use the grapple.



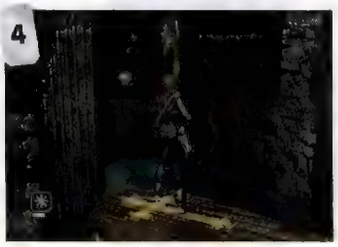
BRONZE REWARD 8

Once you enter the waterways, one of the first tasks is to pull a lever to open a gate. Directly behind that lever, underwater, is the Bronze Reward. Be careful of the current.



SILVER REWARD 4

In the waterways just after you've pulled the second lever, get on top of the coffin then steer it down the passage on the right . The Silver Reward is on a small ledge that can leapt to from the coffin.



SILVER REWARD 5

When you've reached the roof of the temple that's situated at the end of a large stretch of water, don't go down through the hole in the roof. Go past it and look to the right to find the Silver Reward in among some stalagmites.

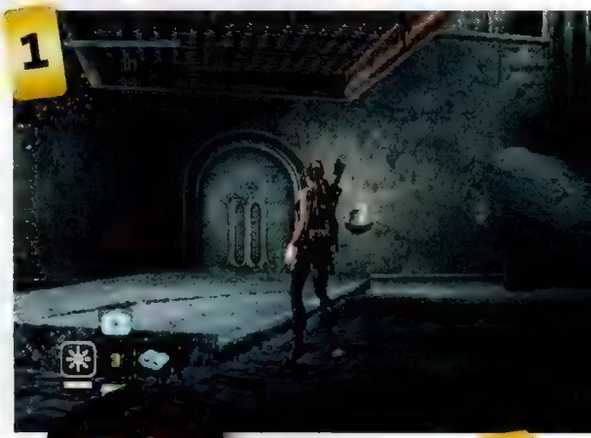
BRONZE REWARD 9

Right after the cut-scene with the huge fish (just when you though he was dead!) a Bronze Reward appears on the other side of a portcullis. Climb over using the shield decorations and rope to get it.

GOLD REWARD

To get the Gold Reward you must push in three stone panels in the correct order – they're marked I, II and III. Number I can be found on the right hand side of the tomb, the exit of which is blocked by spinning propeller deathtrap and is now populated by mercenaries. This is a tomb you've been through before so use the metal crates to climb up the sides to reach the panel. Then move the crate to the left hand side to get to number II.

The final panel is a bit further away, past the fire traps and in the same area that a metal lift has been lowered. Push in number III and the Gold Reward will appear behind a door to the right.

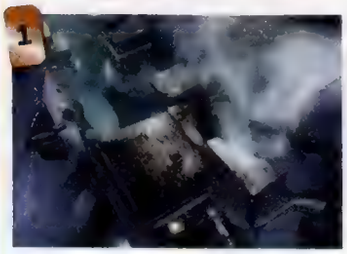


NEPAL

We can't believe you're cheating, really. It's absolutely Nepal-ling behaviour, all in all.

BRONZE REWARD 1

Just after the first Checkpoint of the level is activated drop down the other side of the pillar to find the reward. To get back up leap up to the ledge either side of the alcove.

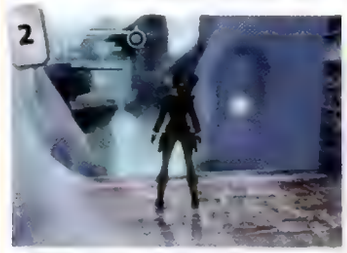


SILVER REWARD 1

Instead of pulling yourself up to the ledge, continue shimmying to the right to reveal a Silver Reward. This is just before you shoot through an ice wall to enter a small cave, so if you've done this you've gone too far.

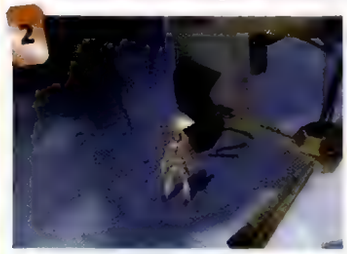
SILVER REWARD 2

Very difficult to find. It's situated in a wall that must be shot away. It's just after a tricky decent with Lara jumping from a crumbling platform, onto a pole swing followed by a grapple line swing. Turn around and aim the guns at a snow wall to the right and blast open it open. An almighty jump is required.



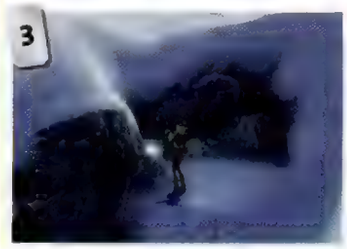
BRONZE REWARD 2

Right after picking up Silver 2 you'll drop down a level, using a plane wing to aid the descent. Just behind this wing is the Reward.



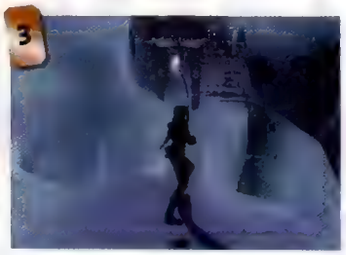
SILVER REWARD 3

As you approach the cockpit of the plane wreck, look to the right to see a small snowy ledge. Clamber on top of this then use the grapple line to pull some debris into the gap allowing a safe jump to the other side. The Silver Reward is round the corner to the left.



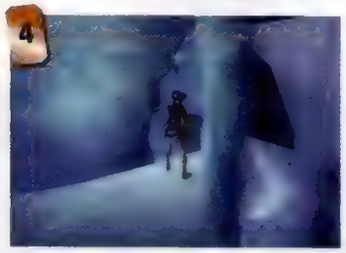
BRONZE REWARD 3

Just after the cockpit cut-scene there's a speedy descent down a series of icy slopes. Once Lara has to come to rest at the bottom of this, look to the left to see a Bronze award placed in some brickwork. Use the grapple line to collect.



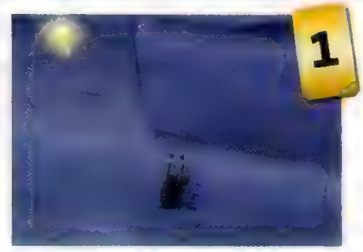
BRONZE REWARD 4

There's a section where you have to jump from a stalactite onto a precarious platform that tips over as soon as you stand upon. Make you way safely from this to the ledge, then as soon as you can pull yourself up, turn to face the stalactites you were just on. Just past them you should see the Bronze Reward that can be collected with the grapple line.



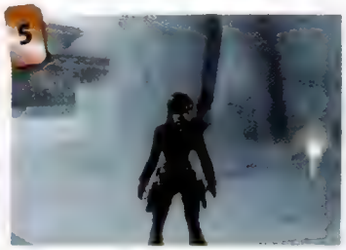
GOLD REWARD

Immediately after collecting Bronze 4, turn around and then hang off the other side of the platform. Shimmy to the left as far you can to discover ledges that allow you to descend and lead to the Reward.



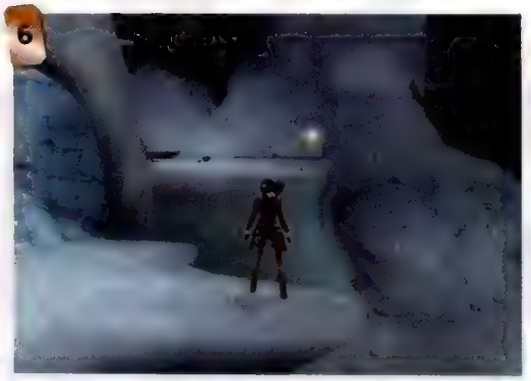
BRONZE REWARD 5

Once you've cleared the area of mercenaries it should give you time to look for rewards. From the entrance of the ice chamber turn left and left again to find a Bronze Reward.



BRONZE REWARD 6

From the entrance clamber up to the platform at the far end of the chamber – it's the one that during the brief battle a mercenary with a vest (he'll catch his death!) and grenade launcher were located.

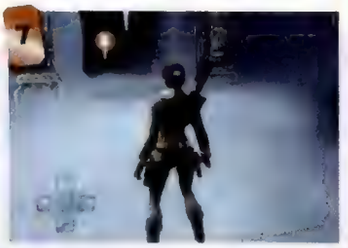


SILVER REWARD 4

This is located behind a wall of snow. To find it put your back against the small stone temple wall, look left towards the entrance, then up and to the right. You should see a crack in the ice. Shoot through this.

BRONZE REWARD 7

After the next checkpoint is activated look on the left wall to discover a Reward.

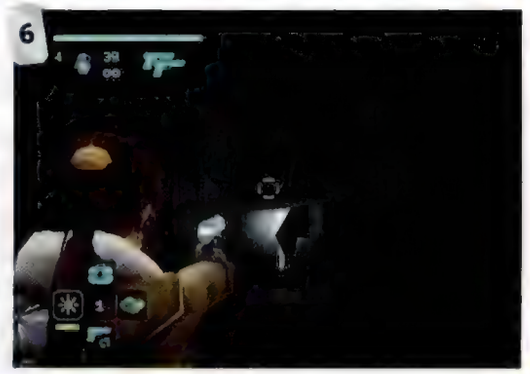


SILVER REWARD 5

This is across from the platform you reach by jumping on the ice floe.

SILVER REWARD 6

In the huge tomb with the Buddha statue, take the right hand stairs to the bottom and turn right to find a false wall that can be shot through.



BRONZE REWARD 8

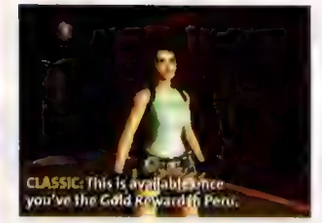
Once you've swung your way to the base of the Buddha statue and the scales puzzle, take the staircase to the right and find the Reward.

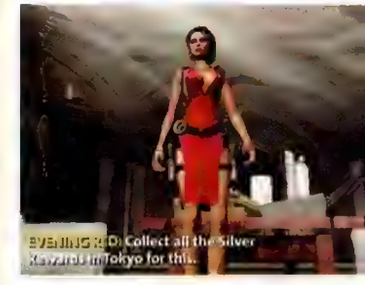
BRONZE REWARD 9

From the base of the Buddha statue take the staircase on the left and right at the end of the walkway is the last reward.

THE COSTUMES

Lara has a total of 32 different costumes to choose from and she can play Action Ready Barbie by trying them all on in her dressing room in the Croft Manor. First though they have to be unlocked which is one of the reasons why you've been collecting all the Bronze, Silver and Gold Rewards. Here are four of the tastiest.





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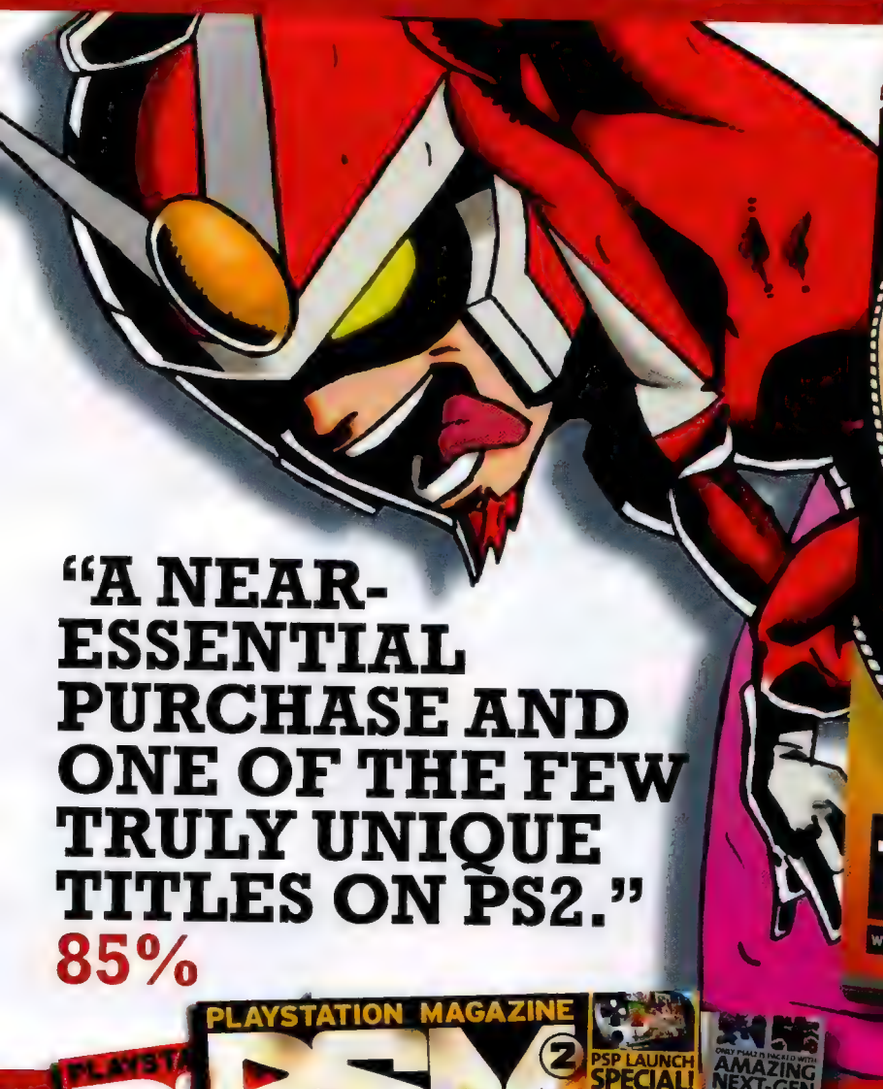

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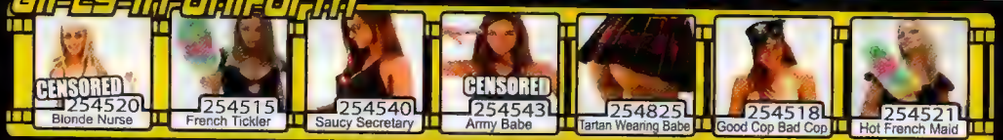

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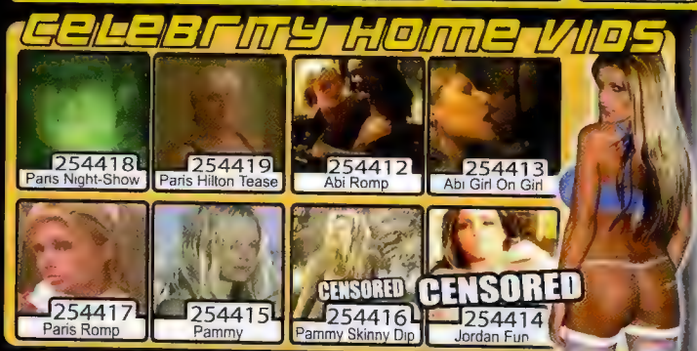

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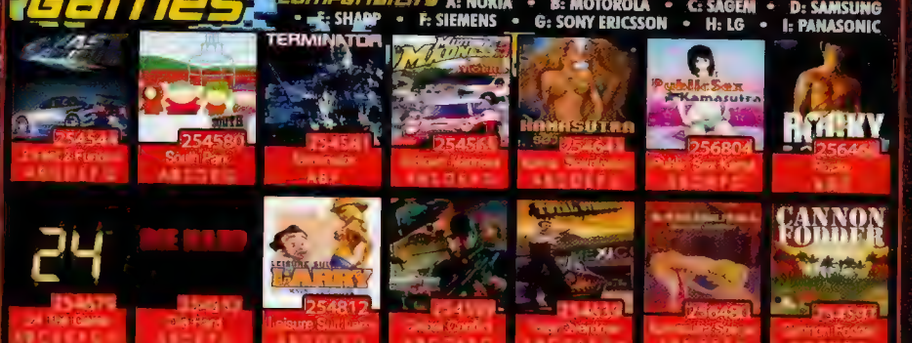

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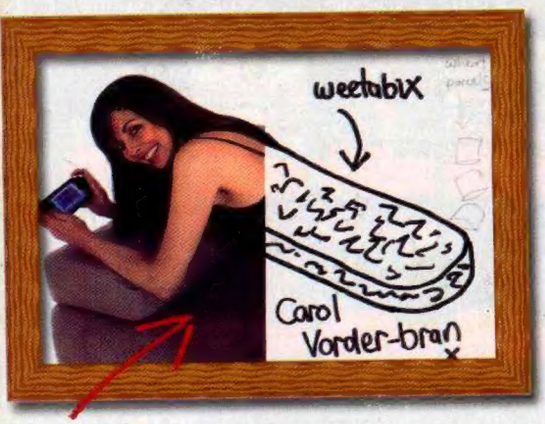
Carol's got no body to dance with... literally! So we've, er, drawn her a new one.

To celebrate the launch of *Carol Vorderman Sudoku* on PSP, the fresh-faced hostess of TV's Countdown has released a load of lovely promotional photos of her svelte, detoxed frame. Only <gasp> in one of them she's missing her torso! But don't worry – the PSM2 team have drawn her some replacements!

DAVE: For some reason only he'll ever know, in Dave's mind the back of Carol Vorderman is actually a busy road tunnel in rush hour. Bless his insane, warped mind.

MILF: Oh no! Carol is trapped under some boulders and there's nobody around to help! Or is there? Here's Milf, coming to the rescue. (This drawing is based on one of Milf's 'special' dreams. Except she's not naked.)



DAN D: Carol loves wheat. She's on the low-carb, high-bran seeds-mulch-and-twigs diet. So Dan D's drawn her as, er, a Weetabix surrounded by cereal and wheat parcels.

NATHAN: In her spare time, Carol likes to replace her lower body with the base of a space rocket and jet off into the cosmos.

ANDY: Claims that Carol was raised by special 'maths kippers' are unsubstantiated, but we can dream...

YOUR TURN!
What do YOU think makes up Carol's other half? Draw your own and send them in to the usual address. If you like.

RICH: We all know that Carol likes to hibernate (probably), so Rich has drawn her as a tortoise. It's also based on the terrifying fact that whenever you pick her up, her legs and arms retract.

TXT UK MOBILE GAMER

www.txtuk.co.uk

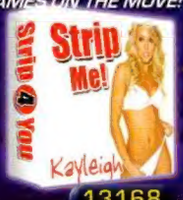
TO ORDER TEXT: PSM2+CODE to 88066

OR CALL: 0906 517 7599

MOBILE GAMES

PLAY THESE WICKED GAMES ON THE MOVE!

29838



13168

29215

13188

20224

28704

25202

26847

13089

27968

22760

11654

13176

26982

17551

28691

24029

15888

23616

14175

24436

RINGTONES

GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

REAL	POLY		
29941	29549	GNARLS BARKLEY	Crazy
29272	28435	NE YO	So Sick
29938	29930	MORRISSEY	You Have Killed Me
28679	28687	EMBRACE	Natures Law
28056	27809	SEAN PAUL	Temperature
29756	29754	YEAH YEAH YEAHS	Gold Lion
28679	28679	EMBRACE	Natures Law
29075	28826	FREEMASONS	Watchin
29076	28827	GRAHAM COXON	....On My Own Again
28888	22826	ORSON	No Tomorrow
27325	26904	THE DARKNESS	Is It Just Me
28856	28854	MICHAEL JACKSON	Dont Stop Til You
28418	26635	MECK	Thunder In My Heart Again
26685	25660	NOTORIOUS B I G	Nasty Girl
27381	18584	THE ORDINARY BOYS	Boys Will Be..
26284	26636	CHRIS BROWN	Run It
27475	28103	DEAD OR ALIVE	You Spin Me Round
28442	26914	SOURCE	You Got The Love
28427	28443	FALL OUT BOY	Goin Down
26934	26760	SUNBLOCK	Ill Be Ready

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Irish users can call 1580 718 637 or text their order to 57767

SOUND FX

GET A CRAZY SOUND AS YOUR RINGTONE!

29298

12538

11018

14082

22633

23014

28641

24398

12780

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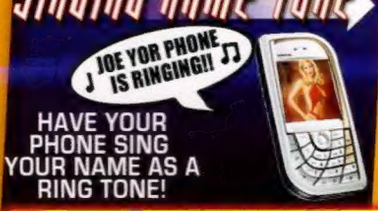
SINGING NAME TONE



To order text: PSM2 + CALL + YOUR NAME to 88066
eg. SMASH CALL JOE and send.

WALLPAPERS

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

29848

27065

16638

28564

28458

29927

29141

29923

29094

29089

29924

28157

28873

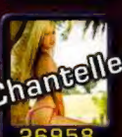
29921

29916

14199

25154

11718



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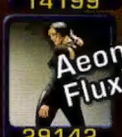
24051

29144

24423



29142

25154

16033

29187

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ANIMATIONS

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!

16166

14809

29796

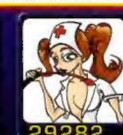
30018

29469

29850

11418

29887


29282

28197

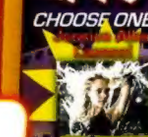
28713

17771

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

MOVIES

CHOOSE ONE OF THESE GREAT VIDEOS TO WATCH ON YOUR MOBILE!


24129

29126

24128

28485

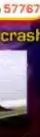
27537

24648

14106

24654

29157



27551

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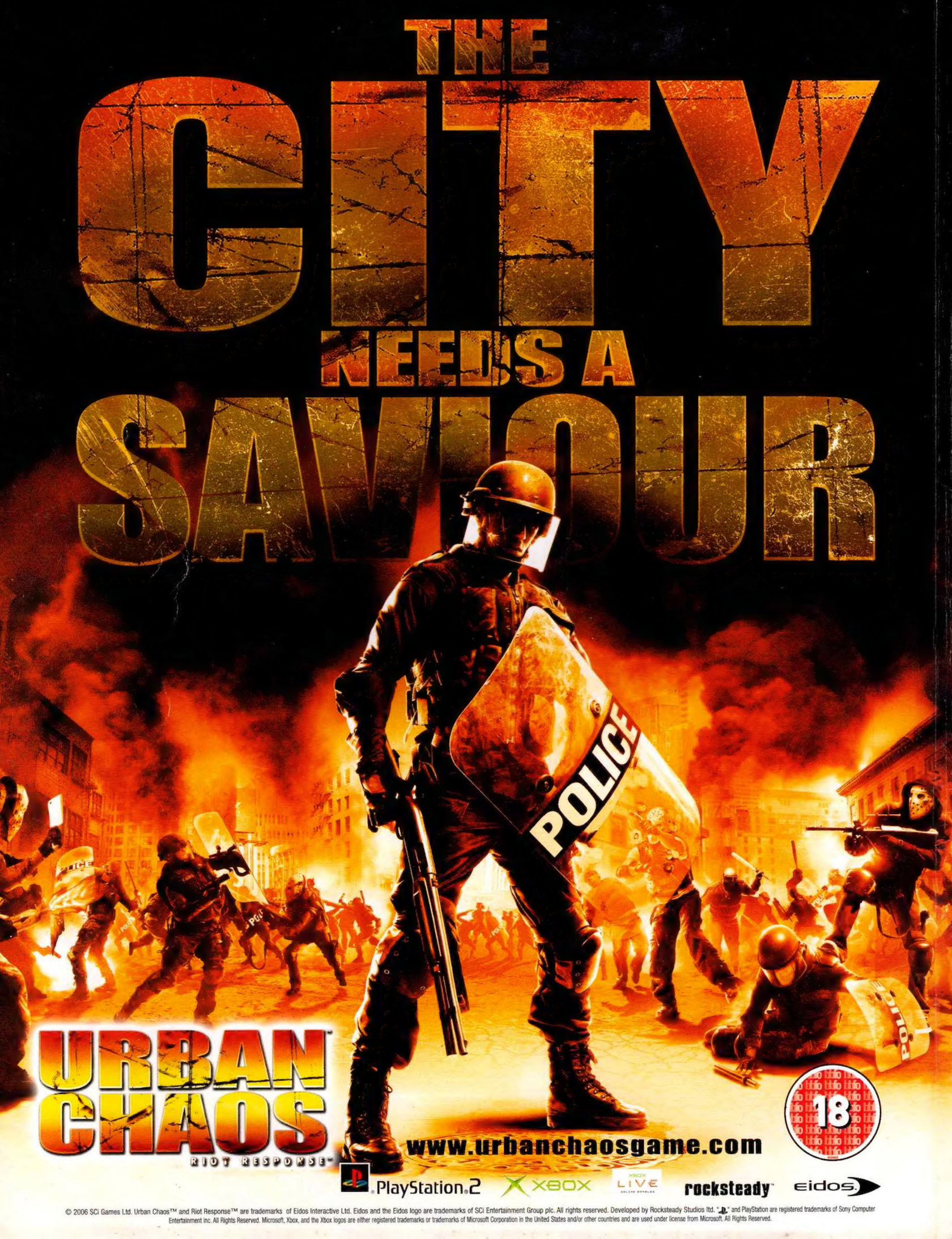

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